

**NEW Mortal Kombat Codes & Tricks**

**BIGGEST  
Issue EVER!**

**GAME PLAYERS  
NINTENDO • SEGA**

GP Publications, Inc.

# Game Players

## NINTENDO • SEGA

### STAR WARS SPECIAL!

**Super Empire  
Strikes Back  
Rebel Assault**

**Great RPG  
Strategies:**

**Secret of Mana  
Young Merlin  
Turn to page 80**

**Silpheed  
Secrets  
Page 146**

\$3.95 U.S. & CANADA Vol. 8 No. 12  
DECEMBER 1993



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or Sega of America Inc.

It all began when

I pushed the start button on my new **asciiPad SG-6**. There was this gigantic flash, and suddenly, I was floating in space. Just then, hundreds of vicious alligators solar-surfed past me, heading towards Earth. If you've never seen an alligator with an attitude, trust me, they're scary. Lots of teeth, and they're not vegetarians.

"We're sick of our swamp planet," they snarled. "We're taking Nebraska!" I live in California, so I'm thinking, "So what?"—but then I remembered my

buddy Travis, from Omaha\*. Besides, sooner or later, I knew they'd add Los Angeles to the menu. So, the fate of the World was in my hands. Actually, a Fighter Stick was in my hands—so I flicked on the slow motion control to buy some time. Just then, a spy satellite flew past, with —get this—a laser cannon. I plugged the cord in, switched on turbo fire and blasted those lizards at over 30 shots per second.



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**Super Advantage** (XNEE) Put those old joystick controllers to an arcade fighter\*—but they don't know you! Features like Turbo-Fire, Hold Turbo and Slow Mo.



**asciiPad SG** (Gems) Turbo-Fire, Hold Turbo and Slow Mo



\*TELL US HOW YOU SAVED THE DAY WITH YOUR ASCIIWARE ENHANCER CONTROLLER, AND WE'LL USE THE STORY IN AN AD. MAYBE. ©1993 ASCII ENTERTAINMENT SOFTWARE, INC. P.O. BOX 8924, SAN MARCO, CA 94403. TELEPHONE (415) 970-7070. ALL RIGHTS RESERVED.

asciipad (SNES) Turbo, Auto-Turbo and Slow-Mo have made this the world's most popular enhanced pad.



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Designed for use with all Tekken-style arcade games.



*Fighter Stick SN (6 buttons) The heavy weight's flight controller. Designed for use with Tekken.*  
The heavy weight's flight controller. Designed for use with Tekken.

Soon, I had 'em all rounded up, and boy, were they faced. I showed them the secret weapon.

"This is a Fighter Stick!" I shouted. "Everyone on Earth has one," I said, fibbing a little, "so give up your attack, or else!" Before you could say, "later, gator" they were half-way home. This time, we were lucky. But until everyone on Earth has an Asciiware enhanced controller, we'll never truly be safe.

**ASCIIWARE**

*asciipad SC-6 (6 buttons) The ultimate in arcade-style controllers, and the most popular.*  
The ultimate in arcade-style controllers, and the most popular.



Product information Number 177

# gameplayers

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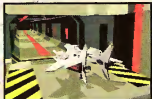
### Star Wars Special

Get the Force like never before with strategy for Super Empire Strikes Back for SNES and a preview of Rebel Assault for Sega CD. Also, find out the winners of our exclusive "Design a Star Wars Boss" contest. And don't forget to check out GP Press for the latest on the new Star Wars trilogy! Help me, Obi Wan! It's almost too good to be true!

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# Video Control

What a difference a year makes! This issue of *Game Players* is more than twice as big as last year's — and more packed with features, reviews, and tips than ever before. So forgive us if we pat ourselves on the back for the toughest job we've ever loved.

Things have really taken off since we combined our Nintendo and Sega magazines with the June issue, even more than we hoped for — and we had pretty high expectations. But we knew our ideas were right for both the video-game industry and our readers, and everybody's support has proved us right.

Of course, we're not the only company that's had a turnaround in 12 short months. Take a look at Sega, folks! Last year, the

shelves were empty of quality Genesis titles, and the Sega CD was off to a fairly rocky start (accessing... accessing...). The only bright spot on the horizon was newly signed licensee Konami. Well, Konami's released just a few (they're great, though) Genesis titles, and we're still waiting for that *Castlevania* game — but who cares! There are tons of other top-notch games from which to choose. And with *Slipheed*, *Rebel Assault*, and *AH3*. *Thunderstrike*, the future looks rosy for Sega CD as well. Even the Activator, which drew a collective groan from the industry when first announced (anybody

still got a Power Glove lying around?), turned out to be lots of fun.

There have, got to be some guys squirming in their cushy executive chairs over at Nintendo of America — and if they're not, they *should* be. The Summer Consumer Electronics Show really marked a turning point for Sega. Nintendo's Peter Main said publicly that his company no longer saw CES as a showcase for new titles. But whaddya wanna bet the Winter CES in January is a different story? Sega just looked too good, from its booth to its games to its new (and vital) licensee, Capcom.

Sega's rating system came out just after the June show, and regardless of what you think about the subject, it certainly kept the company in the public eye. It also gave a lot of free publicity to *Mortal Kombat*, and if ever there were a title that could sell game systems, M.K.'s the one. All we've heard in the past few months are angry Super NES players' demanding blood — the blood of the people who took the gore out of the SNES version.

And finally, we mentioned it last month, but it bears repeating: Sega's advertising campaign is terrific! The unifying screaming "SEGA!" makes you watch each and every commercial, regardless of your interest in the games, that are featured. And we'll bet you talk to your friends about them, too.

Whether or not Sega can keep its momentum going through the next CES remains to be seen, but we'd be willing to wager that January brings a real knock-down, drag-out fight between the Big Boys — and we can't wait to tell you all about it!

Happy holidays — and may at least one of your presents be a *Game Players* subscription.

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*Tony Meola*

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GAMEPRO

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POWER

# WITHOUT THE HASSLE



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APPROACH  
WITH EXTREME  
CAUTION...

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## Star Wars Prequels Finally on the Way

After years of speculation by the press and moviegoers, George Lucas is finally making plans for his next *Star Wars* trilogy. The three movies, which will be set before the movies that have already been made — *Star Wars*, *The Empire Strikes Back*, and *Return of the Jedi* — will be shot simultaneously within the next four years.

There are no scripts yet. Lucas is reluctant to begin writing the stories until his Industrial Light and Magic crew comes up with the special-effects technology he wants to use. "I'm trying to advance the technology to a point," he says, "where a film like *Star Wars* becomes feasible."

Lucas is also planning another *Indiana Jones* movie, and yes, it will star Harrison Ford. Steven Spielberg will direct, and *The Fugitive* screenwriter, Jeb Stuart, will pen the story.

Lucas is also the executive producer on *Redband Murders*, a romantic/murder mystery/comedy that began production in Wilmington, NC, last month. The story —



the events that take place on opening night of a radio station in 1939 — is one Lucas thought of 20 years ago while directing *American Graffiti*.

According to *Variety*, the three *Indiana Jones* movies grossed \$620 million in the U.S. alone; the *Star Wars* trilogy brought in \$808 million.

## Will Sega's Saturn Run Rings Around Competition?

Hitachi and Sega Enterprises have reached an agreement that should have a phenomenal impact on Sega's rumored 32-bit Saturn machine. Hitachi will develop a 32-bit RISC chip and provide it to Sega for use in its multi-media home-game machine.

The Saturn machine should be released next autumn. We hear that it will be equipped with a CD-ROM player and will have sharply increased data-processing speed and high-speed, full-color moving pictures. Hitachi will develop and market multimedia equipment for business and education using the Saturn as a basis.

A spokesperson for Sega of Japan told *Game Players* that the company has already provided specifications for the Saturn to certain software companies.

### Top Ten Worst Stocking Stuffers

10. radioactive isotopes
9. Barry Manilow 8-tracks
8. a pet rattlesnake
7. a barbed-wire jump rope
6. a one-button controller
5. dental floss
4. Coreheads action figures
3. a Tony Danza Pez dispenser
2. Mets tickets
1. Spam

## Super Mario 5 for Summer Release?

Production is underway for *Mario 5*, the next SNES version of Nintendo's blockbuster series. We hear that the sprite maps and storyline is complete, and that more than 30 developers are completely devoted to this one project. Normally a team works on as many as five games at a time. Programming wizard Sigeru Miyamoto is at the helm. Nintendo hopes to have the game ready for a summer '94 release.

*Zelda V* is in pre-production, but work is progressing on the story. Evidently, players will have between four and ten characters from which to choose, and each character gets his or her own ending. Sources tell us that Link's little brother will help out in this quest.

## Wish List

### Games We Wanna See in Development

**Forbidden Planet** now that a remake of the 1956 sci-fi classic is in the works, a video game can't be far behind. Calling Robby the Robot...

**Rocko's Modern Life:** Nick Toons' natural successor to *Ren & Stimpy*, and besides, we like to watch Spunky fill his water bowl.

**Spaceman Spiff:** Volume 2 of the "Calvin and Hobbes" collection. It could be better than *Silphed* — there are teachers to blast!

**Pterodactyl Woman from Beverly Hills:** we'd buy a game version of this in-the-works Beverly D'Angelo movie just for the title — and we know you would, too.

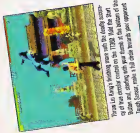
**The Virus:** Chuck Pfarrer's comic book has everything — smart machines, intergalactic computer viruses, and replicating body parts.

### Wish List Update

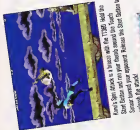
Hey — we've gotten our wish. Actually, a couple of them. Several games from our past Wish Lists are now in development. *Wolfenstein 3D*, of PC fame, is on the way from Imagineer. And THQ has picked up *Seaquest DSV* for Nintendo and Sega platforms.







Team Le's family looking more with the family members in the family on the Turbo Touch 360. The Turbo Touch 360 is the best of the best, and, standing with your family at the bottom of the Turbo Touch 360, makes a full circle towards your opponent.



Team Le's Spin Attack is a bonus with the Turbo Touch 360. You can use your family members in the Turbo Touch 360 and your family members in the Turbo Touch 360. You can use your family members in the Turbo Touch 360 and your family members in the Turbo Touch 360.



Try your opponents with Fighter and the Turbo Touch 360. You can use your family members in the Turbo Touch 360 and your family members in the Turbo Touch 360. You can use your family members in the Turbo Touch 360 and your family members in the Turbo Touch 360.



You can use your family members in the Turbo Touch 360. You can use your family members in the Turbo Touch 360 and your family members in the Turbo Touch 360. You can use your family members in the Turbo Touch 360 and your family members in the Turbo Touch 360.



PlayStation 360 now comes with the Turbo Touch 360. You can use your family members in the Turbo Touch 360 and your family members in the Turbo Touch 360. You can use your family members in the Turbo Touch 360 and your family members in the Turbo Touch 360.



Real fighting with the Turbo Touch 360. You can use your family members in the Turbo Touch 360 and your family members in the Turbo Touch 360. You can use your family members in the Turbo Touch 360 and your family members in the Turbo Touch 360.



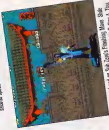
Team Le's family looking more with the family members in the family on the Turbo Touch 360. The Turbo Touch 360 is the best of the best, and, standing with your family at the bottom of the Turbo Touch 360, makes a full circle towards your opponent.



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# BATTLE TESTED IN KOMBAT

When you go into Kombat, you need a controller that's fast, that gives you all the action you want - easily and effortlessly, and that destroys your opponent, not your thumb! That's why you should be using the Turbo Touch 360™: The Ultimate Fighting Machine, for all your favorite games. The Turbo Touch 360™ touch sensor™ always your thumb or index finger to move effortlessly across the sensor photo - you don't have to push down. Objects on the screen move as fast as you move your finger, you've got real diagonal and true circular control, and you really feel like you're in the game. The pay-off is being the ultimate fighting machine and testing your opponent... you know the guy using the old-fashioned control pad.

So, go into Kombat to win - go battle tested with the Turbo Touch 360.

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For the name of your nearest Turbo Touch 360 retailer or to place an order, call 1-800-858-7429.

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Game play on a console system. © Arden Entertainment, Inc. 1993.  
Production Number 141

## SOFTWARE ETC. TOP TEN GAMES

based on unit sales for September

- |  |                     |
|--|---------------------|
| 1. <i>Mortal Kombat</i> (Genesis)                        | Acclaim             |
| 2. <i>Mortal Kombat</i> (SNES)                           | Acclaim             |
| 3. <i>NHLPA Hockey '94</i> (Genesis)                     | Electronic Arts     |
| 4. <i>SF II Special Champion Edition</i> (Genesis)       | Capcom              |
| 5. <i>Super Mario All-Stars</i> (SNES)                   | Nintendo of America |
| 6. <i>Bill Walsh College Football</i> (Game Gear)        | Electronic Arts     |
| 7. <i>SF II Turbo</i> (SNES)                             | Capcom              |
| 8. <i>Mortal Kombat</i> (Game Gear)                      | Acclaim             |
| 9. <i>Jurassic Park</i> (Genesis)                        | Sega of America     |
| 10. <i>Bill Walsh College Football (4-Way)</i> (Genesis) | Electronic Arts     |



## Still Boldly Going?

Paramount may be rethinking its cancellation of *Star Trek: The Next Generation* to pilot the cast to the silver screen. We hear that the entire cast was recently signed to two-year contracts, even though 1993-94 was supposed to be the final season. And the ratings for the season premiere broke records. In addition, *Deep Space Nine*, the show that was launched to take the place of *The Next Generation*, still hasn't captured the full audience of the latter.

Meanwhile, plans are still in the works for a big-screen version of *ST: TNG*, which will have a time-traveling theme so stars from the original *Star Trek* can make appearances. Leonard Nimoy has been approached to direct the flick.

## Mega Mistakes!

Some last-minute changes to *Mega Man X* reached us after our November issue had gone to press. Here's the update:

- new release date: January 1994
- The Robo Police now called Maverick Hunters
- Zero is a new character who helps Mega Man
- Boss name changes:
  - Sting Chamelero to **Sting Chameleon**
  - Storm Eagle to **Storm Eagle Burnin' Nourmander to Flame Mammoth**
  - Icy Penguin to **Chill Penguin**
  - Spark Mandriller to **Spark Mandrill**
  - Armor Armorer to **Armored Armadillo**
  - Launcher Octopoid to **Launch Octopl**
  - Boomer Kuwanger stays the same

## Autumn Movies Featured in Trading Cards

Two hot movies from the autumn are featured in new trading-card series by SkyBox.

*Demolition Man*, which set a box-office record its opening weekend, is the subject



of a 100-card set, which features behind-the-scenes shots of stars Sylvester Stallone and Wesley Snipes, as well as a ten-card subset showcasing the futuristic cars used in the movie.

And Tim Burton's *The Nightmare Before Christmas* is the subject of a 90-card series. The cards feature Jack



Skellington, Zero, Sally, Lock, Shock, Barrel, and the rest of the puppets from the movie, as well as a behind-the-scenes subset. Four bonus Spectra cards are randomly inserted.

## Mortal Movie

Midway Manufacturing Company and Williams Electronics Games have set up deals for both a feature film and a television series based on *Mortal Kombat*. More details later.

## Dinosaurs Devour E.T.

After only four months after its June release, *Jurassic Park* surpassed *E.T.* as history's highest-grossing movie worldwide. As of October 7, *Jurassic Park* had earned \$712.1 million (\$326.7 million domestic and \$386 million foreign). This was without most of Europe — the movie had yet to open in France and Spain and had just opened in Germany and Italy. *E.T.*, released in 1982, has worldwide earnings of \$701 million.

Director Stephen Spielberg now has credits in four of the top 10 all-time moneymakers — in addition to *Jurassic Park* at #1 and *E.T.* at #2, his *Indiana Jones and the Last Crusade* (1989) ranks sixth, and *Jaws* (1975) holds ninth place.

And, of course, *Jurassic Park* is still raking in the bucks. MCA Pictures chairman Tom Pollock thinks the movie will eventually gross \$300 million, perhaps even topping the \$1 billion mark for the first time in history.

The video-game versions of *Jurassic Park* aren't doing too shabby, either. The Genesis version is a top hit, and sales of SNES, NES, and Game Boy are brisk.

## LaserActive Preview

Pioneer held a Tokyo preview in mid-September to show off its first three titles for the LaserActive machine. The three titles were *3-D Museum*, a library of 3-D pictures that you look at with a variety of 3-D glasses; *Goku*, an interactive movie starring Son Goku, a legendary Chinese monkey; and (our favorite title) *Melon Brains*, which explores the true life and legends of dolphins.



**Balls vs. Blazers™**

Best SE2 controller used: **100%** It's never diagonal! By the T350 you give the player a subtle diagonal bias in the left and right. In the Turbo Touch 360 you don't do it with an analog joystick.



The T350 makes you stomp at defense. Use Press Button to adjust your aim directly to the ball. Separate diagonal pads give you precise you need to be ready to hit Backto Y and back to the slot.

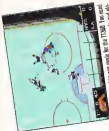


**Jam Machine Football™ 93™**

Press play call for right second receivers and... You can't see the play until you've started... You can't see the play until you've started... You can't see the play until you've started...



Can't see the play until you've started... You can't see the play until you've started... You can't see the play until you've started...

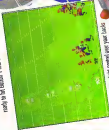


The sign of rotation was made for the T350. The most... A direct stick... A direct stick... A direct stick...



The T350 has you move faster... at all directions... with total... control... A lot like the old... A lot like the old... A lot like the old...

\*Games on SE2. \*\*Games on Genesis



Now you can have tight control over your sticks... at all and on... The T350 makes it easy... Control and up... a simple touch away... Advantage is yours... for the goal posts.



Now to an interesting... use on the... use on the... use on the... use on the... use on the...



**1994 NHL Hockey™ 94™**

Now to an interesting... use on the... use on the... use on the... use on the... use on the...



To be the best... you need a controller that gives you the... to be the best... you need a controller that gives you the... to be the best... you need a controller that gives you the...

# PLAY WITH AN UNFAIR ADVANTAGE

When you play EA Sports™ games, you need a controller that's just, that gives you all the action you want - easily and effortlessly, and that destroys your opponent, not your thumbs! That's why you should be using the Turbo Touch 360™, The Ultimate Scoring Machine, for all your favorite games. The Turbo Touch 360™ "touch sensor" allows your thumb or index finger to move effortlessly across the sensor plate - you don't have to move your fingers. Objects on the screen move as fast as you move your fingers, you've got real diagonal and true circular control, and you really feel like you're in the game. The play-off is being the ultimate scoring machine and trashing your opponent... you know the guy using the old-fashioned control pad.

So, play with an unfair advantage. Play with the Turbo Touch 360.

**Turbo Touch 360.**  
The Ultimate Scoring Machine.

For Genesis, SE2, & Nintendo



TRIAx

**Turbo Touch 360™ & EA Sports™ Games.**  
The Winning Combination.

For the name of your nearest Turbo Touch 360 retailer or to place an order, call 1-800-858-7429.

Subs, offers and the 165 Playoffs™. Also includes TurboTouch™ 360, and SE2. Hockey™ is a registered trademark of Electronic Arts. © 1993, 1994 Electronic Arts. Product Information Number 141

Turbo Touch 360 is a registered trademark of Electronic Arts. © 1993 Electronic Arts.

# TIME FOR MORTAL



*During takeoffs and landings on the rolling deck of a seaborne carrier call for nerves of steel!*



*Sight enemy MiGs with the hi-tech Heads-Up Display and blow them out of the sky!*



*Dominate the skies in the Navy's most lethal and sophisticated weapon, the F-14 Tomcat!*



*Challenging night operations test the skill of even the most expert pilots!*



*One slip can turn you and your multi-million-dollar weapon system into a twisted heap of flaming debris!*

*Flying kicks. Super punches. Fireballs. Death blows. Some people call this type of fighting "combat." But there are others who call it kid stuff. Like anyone who's sat in the cockpit of an M1A2 Abrams battle tank, ears ringing with each blast of its 120mm cannon. Or someone who, 30,000 feet above the Mediterranean, banked their F-14 Tomcat at Mach 2 to shake a MiG off their tail. Now, we're talking mortal combat!*

# SOME REAL COMBAT!



ALL NEW!  
**16**  
MEGS  
OF POWER!

And you can too with our spectacular new 16 MEG military simulators, **SUPER BATTLETANK 2™** and **TURN AND BURN: NO-FLY ZONE™**. They're not real life, of course, but their mind-blowing graphics, senses-shattering 16-bit sound, and lifelike animation make for combat action that sure feels that way.

Forearm jabs? Roundhouses? Come on. Forget the kid stuff. Try fighting like the big boys do.



**ABSOLUTE™**

*Murderous day, dusk, and night duels against a well-armed and numerous foe test your tactical ability!*



*Go topside to take on attackers with the high-speed Phoenix machine gun!*



*Call in F-15 air support to swoop down and lay waste to enemy resistance!*



*Kill shot! Re-live your victories with full-motion video replays of enemy acquisition and termination!*



*Ultra-realistic animation includes PATRIOT missile launches!*

## Japan Develops Portable SNES

A laptop version of the Super Nintendo is on the way in Japan from Bandai. The portable Super Famicom, called the Home Entertainment Terminal, features a four-inch color LCD screen with a TV tuner. It can be connected to printers, modems, faxes, and a CD-RDM. There are no firm details yet on release date or cost.

## Villains, United!

Rumors are flying that New Line Cinema is working on a movie that would star Freddy from *Nightmare on Elm Street*, Jason from *Friday the 13th* and Leatherface from *The Texas Chainsaw Massacre*.

## Mario Bros.: French for "Bad News"

French textiles and communications group Charigeours recently reported losses of \$37 million (209 million francs) and put part of the blame on the Super Mario Bros. movie. The company lost some \$19 million on the movie, pulling profits down 17 percent.

## Sequels, Sequels, Sequels

*The Naked Gun 3 1/3: The Final Insult* began filming in August with a familiar cast, including Leslie Nielsen, Priscilla Presley, George Kennedy, and D.J. Simpson. Also in production is *Major League II*, which began filming in September with Tom Berenger, Charlie Sheen, Cobin Benson back for more baseball hijinx.

## Murphy Dons Fangs

Eddie Murphy, currently completing *Beverly Hills Cop III*, will star in horror-maven Wes Craven's *Vampire in Brooklyn*. The thriller/comedy is based on a story by Murphy and his brother, with a screenplay by Murphy and another brother. All three should star. The movie begins filming June 1, for release on the heels of Tom Cruise's *Interview with a Vampire*.

## Jaguar Claws Its Way Into Gaming Pack

As the game-machine explosion takes place, Atari's Jaguar is poised to give 3DO a run for the money. Not only is the Jaguar's price tag \$500 less than 3DO's, but it looks like IBM is coming on board to give the machine a push. IBM has invested between \$70-80 million to develop Jaguar products: the IBM plant in Charlotte, NC — which in the past has made computer processors — is now talking video games.

The Jaguar uses the same chip as a Genesis, but custom chips have been developed to control 3-D objects, improve sound, and speed up screen displays. Ten games should be available before the end of the year, including two games from other formats, *Alien vs. Predator* and *Tiny Toon Adventures*. There's also a CD add-on planned.

### JAGUAR SPECS

64-bit RISC processor  
16.7 million colors  
Stereo 16-bit CD quality sound  
ten titles ready by year's end

## Ocean Contest Offers \$5000 Grand Prize

Ocean is sponsoring a nationwide contest to promote its release of the Super NES version of *Jurassic Park*. In "The Great Dino Egg Hunt," contestants must find eight clues scattered throughout the park's interior and exterior landscapes. You must note the specific location of each, then solve and unscramble the secret message the clues reveal.

Type or clearly print the clues, their locations, and the unscrambled message on an 8 5/8"x11" piece of paper and submit it before February 28, 1994 with your name, age, address, and phone number to: "The Great Dino Egg Hunt"; P.O. Box 459; Redwood City, CA 94064-0459.

A \$5,000 prize will be awarded to the first contestant who correctly and completely finishes the contest. If more than one complete, correct entry is received, the contestants will share the award.

## Heroes Abound

Jim Carey of "In Living Color" fame gets a starring role in *The Mask*, now in production. He starts as a mild-mannered guy who turns into a wise-cracking superhero-type when he finds an ancient mask. THU is developing a video game adaptation.

Alec Baldwin started shooting *The Shadow* in late September. Cast includes John Lone, Penelope Ann Miller, Peter Boyle, Tim Curry, Sir Ian McKellen, and Jonathan Winters. Baldwin also might be interested in a remake of the Errol Flynn swashbuckler *Captain Blood*, which would be directed by John McTiernan, who directed Baldwin in *The Hunt for Red October*.

Joe Dante may direct *The Green Hornet*, a live-action feature based on the Van Williams/Bruce Lee TV series. A script is in the works by Rand Targert screenwriter Chuck Pfarrer, who's also the author of the comic book "The Virus."

And Damon Wayne evidently didn't learn from pal Robert Townsend's mistake. Although *Melrose Man* crumbled, Wayne Blankman started shooting in September. In this Columbia Pictures comedy, which Wayne wrote, stars in, and co-produces, he plays a nerd who declares himself a superhero despite his lack of gadgets, superpowers, or a decent disguise. "In Living Color" co-star David Allen Grier co-stars as Wayne's brother, who tries to keep Blankman out of trouble. Joe Lovitz may also co-star.

## Tons o' Street Fighter

The *Street Fighter* series is officially one of the most successful in history, with 10 million units shipped worldwide. Some 6.5 million copies of *Street Fighter II* have been sold so far, with 2.9 *SF II Turbo* and 1.8 million *SF Special Champion Edition* expected by the end of March.

The only games so far to sell more copies are the *Super Mario* series (100 million) and the *Dragon Quest/Dragon Warrior* series (about 15 million).

### THE HOT NUMBER

**800/379-5437**

Sega's hot-line number — in English, French, and Spanish — for adults concerned about their kids' games.



# "I Was Thinking Of All The Ways To Make A Soccer Game Seem Real.

## Then It Hit Me."



"What makes PELE Soccer for the Sega Genesis™ better than any other soccer game out there? It's not only designed by game experts, it's designed by the world's greatest soccer expert. Me. So you get soccer the way Pele plays—all out, intense, world-class. My 30" x 35" slanted field plays the truest sense of how enormous a real soccer field is. Built-in Team Logic means players move toward the ball being passed by a team mate. Plus, the player images on the screen are extra large and digitized—actually videotaped from video footage of soccer

players. You can adjust player attributes like ball control, speed, stamina, shot accuracy and aggressiveness. Customize team colors. Select your starters. Sharpen your skills in goalie or shootout mode. Then take on dozens of international challenges in exhibition, 40 game seasons or tournament play. Master a mix of intense soccer moves—bicycle kicks, headers, sliding tackles, traps and dives. Hear digitized crowd noises and international soccer fight songs. Not finished with a match? Hey, no problem. The "memory chip" allows you to save season and tournament play, win,



loss and tie records, and goals scored. And, for your own team, the "memory chip" also saves individual player stats including games played, goals, assists and fouls. This is the way soccer was meant to be played. How would I know? Let's just say I did all the research! To order, head over to your favorite retailer or call 1-800-245-7744.

**Free Soccer  
Ball With Every  
Purchase!\***

\*While supplies last. See package or retailer for details. Licensed by Sega Enterprises for play on the Sega Genesis. Sega, Sega and Genesis are trademarks of Sega Enterprises Ltd. PELE, Pele's signature and Pele's likeness are trademarks of Getty Establishment and used under license by Accolade, Inc. ©1993 Accolade, Inc. All rights reserved.

Product Information Number 105



KONAMI



GO AHEAD,  
PICK A FIGHT!



# The Pink Panther stars in "PINK GOES TO HOLLYWOOD"

That clever scoundrel, the Pink Panther, is on the prowl, wreaking havoc on 12 exciting movie sets!

NEW FROM

TECMAGIK

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Product Information Number 147



## Six Buttons All the Way

Sega and Electronic Arts are teaming up to produce more games that use Sega's six-button controller. Other six-button games include Sega's *Virtual Racing* and *Sonic CD*; Acclaim's *Mortal Kombat* and CD version of *IWWF Rage in the Cage*; and Capcom's *Street Fighter II Special Champion Edition*.

## More Sixties TV

*The Fugitive*, *The Beverly Hillsbillies*, and now — *The Prisoner*? It looks like the 17-episode cult classic is the latest sixties series to jump to the silver screen. ITC, which owns the rights to the Patrick McGoohan show, will develop a full-length movie version. In *The Prisoner*, an intelligence agent who knows too much is incarcerated in a prison where inmates are known only by numbers.

## Where Are Nitro and Zap?

A kid's version of "American Gladiators" called "Camp Gladiators" is in the works. Contestants will answer questions, then participate in the various events.

## More Movies for "SNL" Crew

"Saturday Night Live" alumni Dana Carvey and Jon Lovitz are teaming up for *Tecson*, a period Western comedy. Carvey and stand-up comedian Rick Reynolds wrote the script.

## Ahoy, Muppets!

The Muppets try to stay high and dry in their next movie, *The Muppet Treasure Island*, which is based on Robert Louis Stevenson's adventure classic. Jim Henson Productions begins filming this fall for a spring '94 release. As always, live actors join Kermit, Miss Piggy, Scooter, and the rest.

Jim Henson Productions is also working on a live-action *Pinochio* and a film version of the Stephen Sondheim fairy-tale musical *Into the Woods*.

## TecMagik Aids Starlight Foundation

TecMagik was one of several dozen companies to sponsor a booth at the Starlight Foundation's fundraiser "Celebrate Starlight" October 2. The day-long event — which featured a carnival, games, food, entertainment, and celebrities — raised money for the Starlight charity, which grants wishes to seriously ill children.

Kids visiting the TecMagik booth met Starlight's mascot, The Pink Panther, and got to play TecMagik's new game, *The Pink Panther Goes to Hollywood*. They also could win certificates for free games, comic books, stuffed Pink Panther toys, and serigraphs donated by MGM and Pink Panther creator Friz Freleng.



## DOES IT COME WITH LASAGNA?

Sunssoft's platform/puzzle game starring Garfield has already been released in the United Kingdom. Can it be long before it reaches U.S. shores?

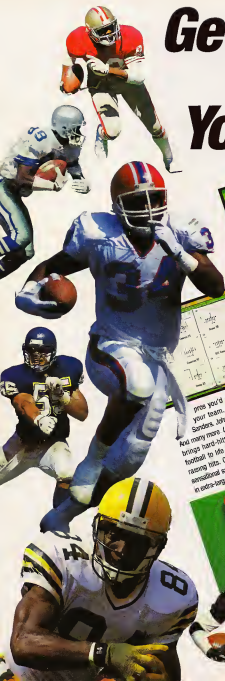
## An Apology to Our Readers

We at *Game Players* Nintendo-Sega would like to apologize for an ad in our November issue from a Florida company called Challenge International. When we accepted the ad, we did not realize it would be for what is essentially equipment to pirate Super Nintendo games. Naturally, this is an illegal practice that's unfortunately running rampant throughout the video-game industry, and the result is often higher prices for you, the consumer. An ad from Challenge International scheduled for this issue was immediately cancelled, and again, we apologize that the ad ran in our publication at all.

GP

OFF THE RECORD • OFF THE RECORD • OFF THE RECORD • OFF THE RECORD • OFF THE RECORD

# Get Knocked Flat On Your Grass.



You're down by six and Junior Seau just sacked you again. Now it's 4th and 16 with only a minute to go. Should you go long to Sterling Sharpe, or dump it in the flat to Thurman Thomas? In *Unnecessary Roughness*™ it's your call. But don't worry. You've got all the NFLPA™



Available in November for the IBM and 100% compatibles. Available in December for the Sega™ Genesis™ system.

pros you'd ever need to build your team. Like "Neon" Deion Sanders, John Taylor, Michael Irvin, and many more. *Unnecessary Roughness* brings hard-hitting excitement of pro football to life like never before. Hair-raising hits. One-handed catches. And sensational sacks. All coming right at you in extra-large, telescoped player graphics.



All screens shown on IBM Super VGA displays.

with Al Michaels' play-by-play. The Sega version also features a field that gets more torn-up with every play, while the PC version features intense camera views that actually put you down on the field. So set up and get ready. Because the real ball game is as real as you can get. Without getting hit.

AL MICHAELS CALLS THE GAMES



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← SONIC

# CD GOES SONIC



**Over 60 levels** Seven zones, three levels each, each level in past, present and future time wars (that's 63, but who's counting?). Heck, we invented Sonic, but it's even hard for us to keep up with him.



**New moves, razor sharp graphics** See Sonic in a vertical spin. See Sonic rev his red high tops. See Sonic grab a pole and fling his way forward. There sure is plenty to see here.

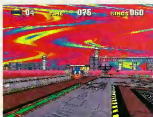


**New nasty, Metal Sonic** The little cretin? No, it's not Sonic on a bad hair day, it's the evil Metal Sonic. See Sonic race Metal Sonic to rescue Princess Sally.

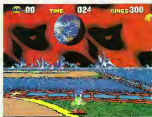
So what happens when a Hedgehog goes CD? You get totally new adventures. Totally sharper graphics. Totally new moves. Totally Sonic CD Sound Track with QSound™ Totally incredible levels — 63 of them. Plus a totally special Special Stage. So is this all the reason you need to get into the Sega CD game system? Totally, yes.



# GOES CD



**Sonic spins into the screen** There's awesome scaling and rotation in the bonus zones, so you can play from Sonic's point of view. You don't get dizzy easily, do you?



**Cool Stereo QSound** The good news is that Sonic CD has the coolest Sonic sound track ever, composed and produced by Spencer Nilsen. In QSound™ surround stereo.



WELCOMETOTHENEXTLEVEL™



## SEGA CD

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# Ren and Stimpy Mania!



Jeff Markwardt of Fargo, ND



Eric Norat of Wesley Hills, NY



Kristy Brewer of Baltimore, MD



Josh Reid of Op, KS



Aaron Ware of Tijeras, NM



Allison Ricketts of San Antonio, TX



Paul A. Spalvier of Brantford, Ont.



Desiree Petersen of Neosho, MO



Chris Rhyme of Oroville, CA



Jason Sagmiller of Long Beach, WA

## The Complaints Counter

I have a few questions for Sega. First of all, why does Sega rate its games? If *Lethal Enforcers* weren't MA-17, my parents would have let me buy it. Doesn't Sega realize that the rating on games will only bring down its sales by the thousands? This is very disturbing. I just missed out on a great game due to this rating system.

Eric James  
Carmel, IN

Sorry, Eric, but that's exactly why Sega started a ratings system — so your folks

would know what games to refuse to buy you. But use the ratings as a chance to develop your debating skills. I'll bet if you cited examples of violence in other, lesser-rated games (i.e., *Splatterhouse* springs to mind, and we know that Namco was upset by its MA-13 rating) or in TV shows that you watch, you might convince them to let you whale terrorists in *Lethal Enforcers*. Either that or they'll take away your gaming and TV privileges entirely!

I really hate it that Japanese releases of video games are much cooler than their watered-down American counterparts. I don't just mean anime games with 12-year-old heroines sporting cleavage and big hair, but ordinary games. One of the Super Famicom games in particular

had a few extra moves for the hero, like throwing people through windows, and I've been told some of the *Street Fighter*-style games have different combination moves.

Blake Bennett  
Lexington, KY

When will there be a good wrestling game for Genesis or SNES? I think both systems are too hooked on the WWF. All they give you are basic moves, then you have a power move. They should take notes from NEO-GEO and make a game like *3-Count Bout*.

Douglas Summerville  
Snow Hill, NC

# Your Time Will Come.

## TIMESLIP.

A rift in what you humanoids call the time continuum will allow Tirmat to savor your untimely death. You see, our disruptors will enter your temporal space and destroy your ancestors. You and your offspring will disappear as if sucked into a void. Of course, I love a challenge, so if you would care to slip through the temporal vortex and follow me to an earth of bygone days...But where will I be? One thing is certain; your time has come.

Cretaceous

Ancient Egypt

Imperial Rome

Medieval

2097 A.D.



 VIC TOKAI INC.

22904 Lockness Ave., Torrance CA 90501  
Tel. (310) 328-8880



**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

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Product Information Number 238



## Nintendo vs. Sega

I want to give you my opinion of the Nintendo vs. Sega fight. Three years ago, I bought a Genesis and three games. I now have 15 cartridges, two old controllers, and two six-button controllers, the Sega CD, and 14 CD games. I love Sega, but that doesn't mean that I don't give credit to Nintendo for the things it does.

1) **Sega Channel:** Sega gets a point for this since it's something that's going to change—a little bit—the way we're playing.

Sega 1, Nintendo 0

2) **FX Chip:** Wow! Giving players the chance to see 3-D graphics is really cool, and the chip to maximize speed is something spectacular. Nintendo should give us more games with it, however.

Sega 1, Nintendo 1

3) **Virtua VR:** 180 degrees, graphics moving through your head—I gotta buy it!

Sega 2, Nintendo 1

4) **The Activator:** It will get me in the game giving kicks to the bad guys. Cool!

Sega 3, Nintendo 1

5) **Game Ratings:** I have two sisters, one 18, the other 9. With a GA rating, I know my little sister is playing a good video game without inappropriate scenes.

Sega 4, Nintendo 1

6) **The Games:** Nintendo won last year, but now Sega has better games. But better than Nintendo? Call it a draw.

Sega 5, Nintendo 2

7) **The Edge 16:** AT&T and Sega—this will be so popular that pen pals will be playing.

Sega 6, Nintendo 2

**SEGA WINS!**

Alfonso Martinez Jr.  
Urapian, Michoacan  
Mexico

## Trust Anyone Over 30

There are a lot of us SNES players over 30, and we love games like *Shadowgate*, *Deja Vu*, *Shadowrun*, and *Maniac Mansion*—but these types of games are few and far between. Come on, guys! It's not just a kid's world out here!

M. George  
Shelleyville, TN

I've taken all I can stand and must get this off my chest: I'm a 33-year-old RPGer. I started out a few years ago with the NES and played every RPG I could find. Then the games got few and farther between. I got a SNES and Genesis, too, but the games stopped coming, and the market was flooded with garbage, garbage, and more garbage. Why can't the game companies find anyone to hire that can develop a game? Seems that they can only copy Hollywood. And I'm so sick and tired of seeing these fighting games! Any brain-dead zombie can press a button 7000 times a second. What's the point?

Peter Etienne  
Loretto, TN



## Ask the Magic Eight Ball™

Are you going to have more Ultimate Strategy guides? I loved the information in the #1: *Shining Force*.

Eric Vice  
Dayton, KY

Signs point to yes.

Are *Eek! the Cat* and *Super Godzilla* for SNES any good?

Treva Singh  
New York, NY

Cannot predict now.

Older'n you spell wrestler Shawn Michaels's name wrong in your article on *WWF Royal Rumble*?

Tammy Stamps  
Muskegon, OK

As I see it, yes.

Will there ever be a *X-Men: The Arcade Game* for Genesis?

Chris Hearron  
Redondo Beach, CA

Reply hazy; try again.

## Envelope Art



Josh  
Kramer of  
Camas, WA

**First Place:**  
Frederick  
Hildebrandt  
of Jackson-  
ville, FL



Aaron Bruewer of Fairfield,  
OH



Josh Reid  
of Op, KS



Ryan Pitka of Saskatoon,  
Sask.



Blake  
Bennett of  
Lexington,  
KY



Drew Beckmeyer of Los Angeles, CA

**Attention all artists!** Best envelope art for January wins Acclaim's Turbo Duo wireless remote for SNES or Genesis. Send your art to the Readers' Network!

# THE BATTLE TO SURVIVE JUST GOT UGLY!



Two titans of terror are about to square off in the most fearsome fighting the galaxy has ever seen!

Weapons you'll need to survive ten treacherous levels of claw-to-claw combat.



As a Predator Warrior, you'll battle dozens of deadly, double-jawed Alien



Overcome

swarms of Alien drones, warriors, chestbursters and face-huggers and



beasts bent on your annihilation. But you're ready. A cloaking device makes you instantly invisible. You're armed to the teeth with spears, lasers, wrist-blades and killer kick-boxing maneuvers -

you still face your ultimate challenge: a monstrous battle with the Alien Queen! Alien vs Predator, now face to hideous face for the very first time on Super NES and Game Boy from Activision.

**ACTIVISION**

ALIEN VS PREDATOR IS AVAILABLE FOR YOUR GAME BOY AND SUPER NES. TO ORDER: SEE YOUR LOCAL RETAILER OR CALL 1-8DD-477-3650.

Alien and Predator TM & © 1995 Twentieth Century Fox Film Corporation. All rights reserved.

Product Information Number 104



# The Pen Pal Connection

I'd like to get in touch with someone who I can talk to about Genesis and to exchange tips, hints, and codes. I'm 13.

Matt King  
6677 Claxton Drive  
Kalamazoo, MI 49001

I'm ten years old and would like a pen pal to share tips and secrets for my Genesis and NES.

Collin Skidmore  
10 Yorktown Drive  
Shamong, NJ 08088

I'm a 14-year-old video-game fanatic looking for a girl between 13-15 to talk to about games and other stuff.

John Donovan  
156 North Montrose Drive  
Kankakee, IL 60901

I'm a 13-year-old girl who is interested in becoming pen pals with other Genesis players.

Amanda L. Harrington  
21 Blueberry Lane  
Brooklyn, CT 06234

I'd like to get in touch with other major SNES gamers like myself to exchange tips or strategies. I'm 13.

Shen Fitzpatrick  
P.O. Box 32  
Solvate, MA 02006

I'd like to exchange tips for SNES and NES with another player. I'm 11.

Niku Lamberson  
1409 Jefferson Street  
Pekin, IL 61654

I've been looking for a pen pal to exchange tips about Genesis. I'm 12.

Mike Storey  
10460 Meadowhurst Lane  
Chardon, OH 44024

I'm looking for a pen pal. I'm 14.

Eric DeGregorio  
106 Wellington Avenue  
Stratford, NJ 08064

I'd like a pen pal to trade SNES tips with or to just talk with about anything. I'm 15.

Rick Hernandez  
1715 North Avenue R  
Freeport, TX 77541

I'd like to get in touch with someone and be pen pals. I'm 12 years old and in the seventh grade.

Robert Futrell  
5401 Kaplan Drive  
Raleigh, NC 27606

I'd like to share and get information. I don't mind who writes me — boy or girl!

Allen Napiere  
11940 NW 18th  
Pembroke Pines, FL 33026

I would like to write to people and have them write back to me about Game Gear and Nintendo. I'm 12.

Brian Baker  
33 Owen Avenue  
Quenbury, NY 12904

I'd like to get in touch with other gamers — preferably Nintendo players — so we could talk about gaming, exchange tips, and just be regular pen pals. I'm 13 and in the eighth grade.

Matt Heck  
Box 167, Rd. #4  
Mifflinburg, PA 17844

I own a Super NES, and I'd like to share tips and hints with someone or just talk about video-game stuff. I'm 15 years old and a sophomore in high school.

Ryan Parker  
813 South 19th  
Kingsville, TX 78363

I want to share tips with people or just be pen pals.

Ernest Dymun  
P.O. Box 882  
Selma, NC 27576

Wanting to be pen-pals and trade tips on Super Nintendo and Nintendo games with anyone, any age.

Randy Griffin  
810 West Ohio Avenue  
Unit 202  
North Wilford, NJ 08260

I love and own Nintendo and SNES, but I'm also interested in what Sega is doing. I want to know everything there is to know about Nintendo and Sega. When you're writing me back, please add a #3 on the back of the envelope.

Pvt. Earl Atkinson  
344-70-9480, 3rd Fl.  
A-35-3  
Fl. Leonard Wood, MO 65473

I want to get in touch with other Genesis fans. We could share tips on Sega, SNES, or just be pen pals.

Damian Burford  
3455 Johnette Street  
Shreveport, LA 71105

I'd like to have a pen pal to exchange games, codes, and tips.

Fami Shorde  
P.O. Box 92  
Dahadi, Lagos  
Nigeria, West Africa

I'm 22 and would like to converse with an Australian gamer. I'll respond to all letters.

Payton Gaultin  
615 Gaston Street  
Raleigh, NC 27603-1217

I'd like someone who will keep writing back. And if you're an expert, please respond to this.

Peter Fraz  
26 Haight Street  
Deer Park, NY 11729

I'd like to get in touch with some Game Boy, NES, and Super NES players. I prefer a boy. I'm 18.

Kerth York  
2126 Graydon Avenue  
Morrovia, CA 91016

I'd like a pen pal to share tips with.

Brendan Wimer  
84 Escalon Drive  
Coronapark, PA 15108

I'm 14 and would like to get in touch with any NES, Game Boy, or Genesis owners. We can trade tips and just be pen pals.

Joelie Brady  
34 Rosewood  
West Seneca, NY 14224

Single male looking for a person to swap hints, tips, passwords, and codes for SNES, Genesis, and Game Boy — or just be normal pen pals.

Andrew Hill  
67 Arlington Street  
Peppra, Sask S4S 3H9  
Canada

I'd like to get in touch with other NES players for tips or strategies or just to be pen pals. I'm 13.

Christina Barber  
11133 Hunters Blvd.  
Indianapolis, IN 46236

I'd like to get in touch with other NES and SNES players so we can exchange tips and/or be pen pals. I'm 14.

Robbie Wandt  
1703 Tall Pine Circle  
Safety Harbor, FL 34695

## Keep in Touch

Make yourself heard! If you've got a suggestion or observation about video-gaming, an answer for the Burning Question, ideas or art, tips or gripes, you've come to the right place. The GP Readers' Network wants you! You can reach us anytime — 24 hours a day, 365 days a year! Remember, published readers in upcoming issues automatically get a Game Players T-shirt, so start contacting us now!

To reach us by mail, write to:

GP Readers' Network  
300-A South Westgate Drive  
Greensboro, NC 27407

If in a hurry? Then fax us your ideas!  
019/832-0112.

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Don't forget — GP Readers' Network is for comments about video-gaming — *not* hints on specific games! These requests should be mailed to our "Game Players 27407" department.

## Mario Artist Of the Month

FROM MARIO, PAPA, TULLY AND TERRY



Mike Kingsbury of Ada, MI, sent these and other pictures as a video Christmas card last year.



## The Burning Question — October

Which is better? — *Street Fighter* or *Mortal Kombat*? And who's the fighter you'd most hate to meet in a dark alley?

I'd have to go with *Mortal Kombat* for two reasons: It's graphics seem much better than *Street Fighter*'s or almost any other game. And you get to do a lot of cool finishing moves in *Mortal Kombat*. The fighter I'd hate to meet in a dark alley would probably be Sub-Zero. — I like my body temperature to stay above 0 degrees.  
Mark Straszewski  
Trenton, NJ

I like *Street Fighter* because it was made by Capcom, the best game company ever, and because it's the best game ever in the video game world. I have *Street Fighter II Turbo*, don't plan to *Mortal Kombat* because the Super NES version sucks, and I play nothing but Nintendo. I would, however, most hate to meet Sub-Zero in a dark alley because he puts your head on a spike right off of you. Ouch!

Joe Moore  
San Diego, CA

In my opinion, *Mortal Kombat* is better than *SF*. It has better graphics and better sound FX. Don't get me wrong, I love *SF*, but *Mortal Kombat* has the thing everyone wants — blood.

Michael Mascara  
FL, Pierce, FL

*Mortal Kombat* for Genesis has bad graphics, bad sound effects, and should have more characters and more special moves. You'll get bored with it in a week. *Street Fighter* has more variety, better graphics, and more moves. Kano would not be the one to meet in a dark alley because he's a criminal and his red eyes would freak me out a little.

Jett DeWalt  
Broomall, PA

The reason I'm in the *Sub-Zero*? You'd never see Ryu or Sagat's head off with a dragon punch. And where's the blood? I'm only going to buy *Mortal Kombat*. I've rented *SF II Turbo* and like it, but it just wasn't it. *SF II* may be a veteran, but move over — *Mortal Kombat* is gonna knock you out. I'd hate to meet Raiden in a dark alley — he's a thunder god and could kick my butt and make my head explode.

Chris Garcia  
Spring Hill, FL

The new *Street Fighter II Turbo* is better than *Mortal Kombat* — I went right out and purchased it soon after it came out, but I stayed home on *Mortal Monday*. *SF Turbo* has more characters and better play control — at least until *Super Street Fighter* is translated. With *Mortal Kombat*, I either get the better graphics and sound with the SNES version, or better play control and "blood and guts" with the Genesis. Either choice leaves me worried about what I'm missing.

David Sprinkle  
Austin, TX

## The Burning Question — September The Last Word

300. Excellent machine? Or one game system too many?

I am very impressed with 300's superior technology and would not be surprised if it did well despite many young gamers like myself without \$700 to shell out for a new game machine.

Paul Johnson  
Concord, CA

I don't know much about 300, but it sounds like an interesting device. The (over here) newly released Amiga CD 32 also looks like a great contender for king of the ring in the world of game-console wrestling. But the problem always boils down to the fact that both machines need really good games — *Isaf*. And they must take advantage of the new consoles' capabilities as much as possible if they're gonna make it the first year. Me? Buy one? Not yet!

Per Helansson  
Harred, Sweden

I think *Mortal Kombat* outclasses *Street Fighter II* for a variety of reasons. First, the characters look more realistic than some hairy monsters. Second, the finishing moves *are* just what you need. Even the special moves are cool. The only problem is that the Super Nintendo version has no blood option, the person would hate to meet is Scorpion — he could teach me.

Wesley Phillips  
Austin, TX

*Street Fighter*: More fighters, more moves, better combat, harder game play.

Daniel Bowen  
Wesley, AR

I am the happy owner of both *SF II* and *Mortal Kombat*, and I think I can honestly say that I enjoy the fatalities and

## The Burning Question — November

Do peripherals such as programmable pads or the Game Genie add to game play or take away from it?

I won't use a special peripheral until I've tried to crack a game on my own. But if I get stuck, it helps to have a piece of hardware to help instead of getting so frustrated that you start fantasizing about taking out members of the design team.

Cameron Morris  
Richmond, VA

## The Burning Question — December

So you've read our Wish Lists for the past seven issues. What movies, comics, characters, or other licenses would you like to see in development?

wide selection of moves that *Mortal Kombat* has to offer. As for meeting one of them in a dark alley, I know I would meet my doom with the eye-4-20 thunder god named Raiden.

Dustin Ekin  
Hobart, KY

How can you compare the two greatest fighting game powerhouses of all time? Both *Mortal Kombat* and *Street Fighter II* are great in their own ways. *Street Fighter* has cartoony characters, and *Mortal Kombat* offers you a more realistic feel. Raiden is my favorite brawler because his SNES finishing move is still cool!

Josh Kramer  
Cunns, WI



Jeremy Boon  
Albuquerque, NM



Sergio Hernandez Jr. of New York, NY



John Chappie III  
Ivona, CA



Keith Lambert III  
Millerello, PA



Jamie P. Scarbo  
Pope Air Force Base, NC



Matthew Maczhudek  
Alcester, SD



## Hook

How do you defeat the Skeleton Boss of Skeleton Rock in Hook for SNES?

Julius  
Clearwater, FL

A frontal assault won't work. When he throws his head at you, jump over him (fly if you can — but be quick) and hit him from behind. After a fast hit or two, get away from him and wait for him to throw his head again.

## Mystery of the Month

How do you fight the elusive Reptile?

Adam  
Mt. Kisco, NY

Letters and faxes asking this question have been piling up ever since *Mortal Monday*. Obviously, it's a mystery that won't go away, although any hardcore arcade addict could answer it as well as we could. They're not hard to spot — just look for the guys walking through the streets with their arms outstretched yelling "Mortal Kombaaaaa! Mortal Kombaaaaa!"



Anyway, Reptile is that strange fighter who looks like Scorpion or Sub-Zero except he's dressed in green. He drops in every so often, taunts the player, then leaps out again. Getting to fight him is a once in a lifetime event — check this:

## Phantasy Star III

I'm stuck in *Phantasy Star III*. I'm on the third generation, playing as Sean. I've found Laya, and of course I'm with the cyborgs, but I can't find Kara. Please help.

Bryan  
Tucson, AZ

Once you've found Laya, you'd better pack a lunch — you've got some serious walking ahead of you! Travel to the cave in the southwest corner of Aridia and open it with Laya's Mystery Star. It takes you to Frigidia. Go to Mystoke, talk to all the villagers, and go to Mystoke Castle. Laya's Pendant is in the heart of the castle; USE it to hear Laya's story, then head north from Mystoke to find a pair of temples. There's a large blue square inside every temple, and now that you have Laya's Pendant, you can use the squares to teleport to temples on other planets.

The eastern temple leads to southern Elysium. From there head north to Aarone. Talk to the villagers for clues to the rocket shuttle east of the village, then take the shuttle to Dahlia, Lune's base. Talk to Lune and his daughters until Kara joins you; she has Lune's Slicer. Also, be sure to check through Dahlia Dungeon for the Aero parts



1) He lives in the bottom of The Pit, so that's the only area you can find him — and even then only in one-

player Tournament mode. SNES players get a chance every time the Pit comes around, but Genesis players must watch for odd silhouettes floating across the moon (Genesis owners take heart, however, and check out this month's Codebreakers).

2) Don't use any blocking moves while fighting in The Pit. You know, L and R for SNES, Start for Genesis, or B and Y on a Genesis 6-button pad.

3) You must score a Double Flawless victory.

4) Destroy the opponent using your Finishing move.

If you do everything correctly, you should wind up in The Pit fighting Reptile. He can use all the moves of both Sub-Zero and Scorpion, but if you beat him, there's a bonus of ten million points!



## The Lost Vikings

What do you do next after you get all three Vikings to the red keyhole on the last level of *Lost Vikings* for SNES? Where's the red key? What does Eric do after he uses the transporter and has to face Tomator all alone? We really need your help! We've been working on this level for two-and-a-half weeks!

Danny  
Halifax, MA



Look for a bunch of food and a shield or two on before you reach this area — make sure you give Eric as much as he can carry. Tomator throws two bombs and shoots his ray gun (in that order). Stay a step or so away from him so the bombs lob over you, then jump to the ladder in the center of the room to stay above his shots. His forcefield turns off and he moves to the other end of the room — drop and have Eric charge into him while his field is down. It takes six or so hits, but eventually he disappears. The red key is off to the right.

By the way, this isn't the last time you see Tomator. The Vikings must combine their talents to finally kill him off: Use Olaf's shield to protect you, Beleg's flaming arrows to take down his forcefield, and have Eric charge into him to push him back

## Shadowgate

I'm stuck in *Shadowgate*. When I go to get the staff, I get stuck when I reach the troll on the bridge. Can you help me?

Damian  
Lisbon, OH

The troll guard wants a toll, but hit him with your spear instead of paying him. When you come back a second time, however, he's wised up and your spear won't work. Use the Humana spell instead to sneak by.

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## Shadowrun

I'm having trouble with *Shadowrun*. I have the dog collar and a ghoulish bone, but I can't find the third thing to take to the Dog Spirit for a spell. And where can I get the most money? I never have enough to hire anyone!

Rusty  
Newark, OH

Here's a complete list of what the Dog Spirit needs for different spells:

- **Heal:** Dog Collar from the dog in the town square, Magic Fetish from the Rat Shaman, and enchanted Leaves from Kitsune.
- **Summon Spirit:** Dog Collar and Dog Tag
- **Power Ball:** The Ghoul Bone from the graveyard near the Grim Reaper and the Meteoric Iron Paperweight from the room next to Glutman's office.
- **Invisibility:** Toxic Water from the town fountain and Clean Water from the ghost ship, held in blue and purple bottles from the talisman shop.
- **Armor:** Dragon Scales from the volcano, and Mermaid Scales from the docks.
- **Freeze:** Black Bottle filled with octopus ink and Mermaid Scales.

There's no easy way to earn money. At the beginning, fight anyone who takes a pot shot at you. After Glutman sends you to the car yards in Chapter 2, you've got a good chance to build both karma and money: There's a bed in the northeast corner of the yards where you can rest and save the game. There's also a small area where you're attacked at random in the middle of the southern edge — fight here until you're strong enough to make real money in the Arena. It takes longer to get out of the yards by fighting the king than paying him off, but you're in better shape if you face him in the Arena.

## Out of This World

How do you get past the last guard on level 15 and beat the game? I can crawl to the panel and flip the switches, but then

the guard kicks me in the head! What do I do?

Patrick  
Yakima, WA

You've got the right idea, you've just got no timing. Once you've reached the switches, wait until the guard overpowers your alien friend and comes after you. When he's in the center of the room, flip the switch and watch him get destroyed. Crawl back to the center, and you and your friend are zipped out of the room. He throws you over his shoulder, and



you both get to ride off into the sunset!

## The Adventures of Willy Beamish

I need some serious help in *Willy Beamish* for Sega CD. Can you tell me how to get past the bullies on the third day? Thanks a lot.

Dana  
Marlboro, NY

You should have a smoke bomb after your encounter with the Japanese tourists. When the gang shows up, head for the Golden Bowl Bar and talk to Ray, the guy at the door. He won't help you, but he eventually gives you a wrench. Throw the smoke bomb at the gang, and while they're obscured by the cloud, use the wrench to open the nut on top of the hydrant (as usual with Willy, timing and positioning are tricky). Run away while the gang is being doused, and head for the Toolsweet Pavilion, where you run into the tourists again. Tell them "Help! Those guys are gonna clobber me!" They turn out to be a family of ninjas who bail you out.

## Street Fighter II

I found some tips for *SF II* for SNES.

• For an easy KD of Balrog with Guile, back into a corner, hold back and repeatedly hit fierce. This creates spinning backfists and

kills him every time.

• After you've used the code for Same vs. Same, you can hit Start when selecting your character to get the Champion Edition color uniforms. For the original color, hit A.

• To change control configuration during game play, repeatedly hit Select and Start at the same time during the Vs. screen (right before the match begins).

• To beat Vega easily with Chun Li, jump in one spot, using roundhouse kicks whenever he comes in close.

• For Ken and Ryu's double-hit dragon punch, press the button once while pressing Forward and again when back around.

Stephen  
Antioch, TN

Cool!

## The Legend of Zelda: Link's Awakening

I've looked everywhere in *Zelda* for Game Boy to find the key to the first dungeon. Can you help me find it?

Lucas  
Lake Park, MN

Oh, I think we can help. First, head into the Mysterious Woods until you meet a raccoon who tells you that you'll get lost. Sure enough, if you try going north away from him, you wind up going in circles. Find the cave with



the sign outside that warns you not to step on cracks. Enter the cave and follow it until you come to a clearing with a stool you can grab. Go back through the cave, then take the path north until you reach a cave blocked by three rocks. Take the path east until you come to the Witch's Hut. Give her the mushroom, and she uses it to make you some magic powder. Use the powder on the raccoon, and its spell will be broken. Just to the north is a chest with the Tail key. Voila!





## Sonic Mania!

I've played Sonic 2 enough to be able to identify almost all of the sound effects. The one I can't find is Sound Test #10. Is it a secret I haven't found yet?

Emily  
Midothian, UT

*Believe it or not, for the last several months, this has been the most asked question about Sonic 2. Don't you folks think you're spending a little too much time with one game?*

*However, just for you — and John, and Travis, and all the other readers who seem obsessed with the music of blue hedgehogs — sources at Sega tell us that Sound Check #10 was written for a level that was planned, but then eliminated during Sonic 2's design.*

*At that point, however, the soundtrack had already been completed and added to the game, so Sound Test #10 remains in the sound file even though there's no level in which to hear it. Apparently this isn't uncommon in the industry, and if you really want to check every game that closely, you can find other examples.*

I'm stuck in Sonic 2 for Game Gear. All I need to get to the Crystal Egg level is the second Chaos Emerald. Can you help me?

Brad  
Stony Plain, Canada

*The second emerald is in the Sky High Zone, Act 2. Ride the first hang-glider up, up, and to the right. The emerald is in the right corner, above the clouds. By the way, the quick way through this stage is to keep going to the right after you grab the jewel.*

Help! S.O.S.I really need your help. I really love Sonic the Hedgehog, so I bought Sonic 2 for Game Gear. I've tried everything to get past the boss in Act 3 of the Underground Zone. I'm a Sonic crazy girl, and I need help!

Mariena  
Providence, RI

*Patience and a keen eye are key. You can't attack the Master Robot directly — he's hedgehog-proof — but notice that the energy bombs bouncing around can hurt him. There are several different patterns, but if you stay as far to the right as you can — without touching the Master Robot, of course — you give yourself more time to avoid them. Keep dodging, and he keels over once he's had enough.*

## Harley's Humongous Adventure

I'm in the bathroom in *Harley's Humongous Adventure*, but I can't get through the pipes. I take every path, but there's a dead end on each. Please help!

Chris  
Guelph, Ont. Canada



*The way out of the bathroom isn't through the tub drain. Go down to pick up the bonus items, then beat a hasty retreat before you run out of air! Return to the surface and look for a bar of green soap. Push it into the water, jump on top, and start running. After a moment, you produce a bubble. If it doesn't surround you, jump into it, then use it to float up to a series of towel bars. When your bubble pops (or is popped by a critter), leap on the bars, following them up and to the right until you find the machine part that ends the stage.*

GP

## Write to Us!

Send your questions or tips to: Game Players 27407; 300-A South Westgate Drive, Greensboro, NC 27407. Because of the volume of mail we receive, we regret that we can't send personal replies. Please be as specific about your problem as possible — include the name of the game, level or experience points, and so on. We can't answer what we can't figure out!

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But be warned! Red leather does things to your face you can't even imagine—especially when it's attached to the business-end of a 6'5" battering ram with the burning desire to cram your mouthpiece down your throat.

So if you think you've got what it takes to bring down Big Daddy, put on the gloves...and leave the dreamland fighting to your little brother.

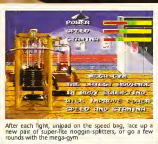
# THE RING.



Be "Big Daddy" in 2-player mode and clean your buddy's clock with jabs, hooks, uppercuts and rib-cracking bodyshots.



Create your own bow!—from the color of his trunks to the power of his punch—and go from a no-name junkie to a top-ranked contender.



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SEGA OF AMERICA

SHINOBI III

## INVINCIBILITY, BABY!

Forget that ninjutsu stuff — now you can be invincible! Go to the Options screen and highlight the Music test. Now input these tunes in this order: **HERUNS, JAPONESQUE, SHINOBI WALK, SAKURA, and GETUFU**. Return to the title screen and start a new game — you're invincible! That's right, you take *no* damage! None whatsoever! As hard as enemies may try, they just can't win! Ha, ha, haaaa! Top o' the world, ma! Top o' the world!



At the Options screen Music test, play **HERUNS, JAPONESQUE, SHINOBI WALK, SAKURA, and GETUFU**.



You're invincible! There's no stopping you now!



## BOSS PASSWORDS

Are those nasty 'ol robots giving you trouble? No problem! Just try out these mega-pass-words:

|                  |                |
|------------------|----------------|
| Beat KnightMan   | A1 A6 B1 C4 E6 |
| Beat PlantMan    | A2 B1 B2 E3 F5 |
| Beat FlameMan    | A1 B1 B6 D4 E6 |
| Beat BlizzardMan | A1 B1 C2 E3 F5 |
| Beat YamatoMan   | A1 B6 C2 E3 F5 |
| Beat WindMan     | B6 C3 D4 D6 E6 |
| Beat CentaurMan  | C2 D6 E3 F3 F5 |
| Beat TomahawkMan | D6 E3 E6 F1 F2 |

Also, here's a complete list of the weapon to use on each boss:

|             |           |
|-------------|-----------|
| KnightMan   | Y. Spear  |
| PlantMan    | B. Attack |
| FlameMan    | W. Storm  |
| BlizzardMan | F. Blast  |
| YamatoMan   | Silver T. |
| WindMan     | C. Flash  |
| CentaurMan  | Knight C. |
| TomahawkMan | Plant B.  |



## DOUBLE, DOUBLE YOUR ENJOYMENT

This handy little code allows two people to play as the same character in the two-player mode. At the title screen, press **Down, Down, Up, Up, Right, Left, Right, Left, L button, R button** — you hear a sound if you input it correctly, and the screen should change color. Now you can play doubles!



Now two people can both be the same character!



At the title screen, press **Down, Down, Up, Up, Right, Left, Right, Left, L, and R**.



ARENA

## MORTAL KOMBAT

### SECRET OPTIONS SCREEN

At the game-select screen, press **Down, Up, Left, Left, A, Right, and Down**. This gives you access to a huge selection of different options. Here's what the FLAG selections do:

- FLAG 0 ???
- FLAG 1 Player 1 in danger
- FLAG 2 Player 2 in danger
- FLAG 3 Reptile always on the Pit stage
- FLAG 4 Reptile jumps down before each level
- FLAG 5 ???
- FLAG 6 Computer opponents do fatality moves
- FLAG 7 Computer opponents are su per-hard

Those are just some of the things that you can do!

David Rogin  
East Windsor, NJ



Press **Down, Up, Left, Left, A, Right, and Down...**



...for a top-secret options menu!





- "So real it Hurts!" -*Nintendo Power*
- "Some of the best graphics ever seen in a sports game." -*Game Pro*
- "... a blast to play." -*Game Players Nintendo-Sega*
- "... as close to the ring as I want to get." -*Game Informer*
- "... sets new highs for realism and audiovisual effects. From now on all other boxing games are obsolete!" -*Arnie Katz, Editor, Electronic Games*

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HANDLE IT?



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## SHINOBI III

## INFINITE SHURIKENS

Since *Shinobi 2* had a code for unlimited shuriken, we just *knew* that this one had one, too. And, as usual, we were right! Go to the Options screen and set the shuriken number to "00." Now go to the Sound Effects test, listen to the sound of the shuriken, then go back up to the shuriken option and wait — "00" is replaced by the infinity symbol!



Go to the Option menu and set the shuriken number to "00."



Now play the sound of the shuriken for unlimited ammo!

SEGA OF AMERICA

## SILPHEED

## THE SECRETS OF SILPHEED



**VOICE TEST:** At the title screen, press and hold the A, B, and C buttons on **Controller 2** while selecting the Option screen. The Sound Test should now be a Voice Test!

**STAGE SELECT:** Press Down, Down, Up, Up, Right, Left, Right, Left, A, B, and Start on **Controller 1** during the opening demo and a Stage Select appears on the title screen! Also, now you're able to return to the title screen

during game play by pausing the game, then pressing A on **Controller 2**.

**DEBUG MENU:** Press Left, A, B, Up, Down, Up, Up, Left, Right, C, Right, Down, B on **Controller 2** during the opening demo for a Debug menu.

**MORE CONTINUES:** When you're down to your last continue left, wait for the opening demo and press Right, Up, A, B, C, Left, Left, Down, C, A, and Start on **Controller 1** — you should now have ten extra continues!

**INVINCIBILITY:** During the opening demo, press Right, Left, A, Right, Up, C, B, Down, Left, B, A, Up, and Start on **Controller 1**. Now you can recover your shield any time during game play by pressing A on **Controller 2**!

**MANIA MODE:** During the opening demo, press B, B, A, C, Up, Left, Right, Down, C, UP, and A — you should now be in Mania mode. However, once you select the Option screen, the game reverts to Normal mode.

**SUPER MANIA MODE:** During the opening demo, press B, B, A, C, Up, Left, Right, Down, C, Up, A, and B — you should now be in Super Mania mode. However, again, once you select the Option screen, the game reverts back to Normal mode.

**DEMO PAUSE:** You can pause during the demo by pressing Start on **Controller 2**.



## COLOR KEY

SNES

GENESIS

NES

SEGA CD

GAME BOY

GAME GEAR

ARENA

## MORTAL KOMBAT

## SECRET SOUNDS

Go to the Options screen and select Sound FX #17. Push Right and the A button simultaneously and repeatedly until the sounds stop. Wait, and you'll hear some weird sounds that you couldn't select before! Now go to the Music option and select tune #16. Press Right and A repeatedly until you hear a different tune beginning. Now you can hear the hidden song!

Brian Goodman  
Brooklyn, NY



Press Right and A simultaneously at "Sound FX 17" until you hear some new sounds, or at Music #16 for a new tune!

ARENA

## MORTAL KOMBAT

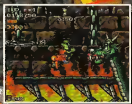
## GOOFY GLITCH

There's a glitch in the SNES version that goes like this: Choose Sub-Zero vs. anyone in a two-player match, then win the first round. Use three uppercuts and two foot-sweeps in the second round — your opponent should have almost no life left. Freeze your weakened opponent with an Ice Blast, which takes away his final energy. When the game yells "Finish Him," do the Fatality move — you freeze the already frozen character, splitting him into two different people! One is crushed into ice while the other remains standing.

Gregory Fancus  
Dallas, TX

(continued...)

# PARTS IS PARTS



Franky thought only knights were supposed to fight dragons!



Move too slow and you'll be shocked at what you see!



Don't get excited! They're only flying skulls.

FRANKY AND BITSY ARE TAKING A VACATION FROM THEIR TRANSYLVANIA CASTLE. BUT BITSY FORGOT TO GET A PASSPORT! OUR SPARE PARTS HERO CAME UP WITH A PLAN, THOUGH. HE DISMANTLED BITSY, PACKAGED UP HER PARTS, AND MAILED THEM TO THEIR VACATION DESTINATION - NEW YORK CITY.

THE COMBINATION OF FRANKY'S LACK OF BRAIN CELLS AND THE INCOMPETENCE OF THE TRANSYLVANIAN POSTAL SERVICE HAS SCATTERED BITSY ACROSS THE GLOBE.

FRANKY MUST NOW EMBARK ON A GLOBAL JOURNEY TO RETRIEVE THE MISSING PARCELS AND RESTORE BITSY TO HIS SIDE.

## FEATURES

8 MEG

20 HUGE LEVELS

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# PUT A NEW SPIN

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Neither sleet, nor snow, nor a slime slurping Scorpion can stop him!



Pull the plug on the Lava Powerhouse for a real global warm-up!



Waste the evil Doc, save the prisoners and make Mobius free at last. Hey, piece of cake!



### SEGA

WELCOME TO THE NEXT LEVEL.

# ON YOUR GAME!



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Product Information Number 225





CAPCOM

## FINAL FIGHT

## RAPID-FIRE MODE

Go to the Options screen and highlight EXIT. Now press and hold A, B, Right, then press Start. When you start a new game, you'll be equipped with rapid-fire attacks!

## OPTION MODE



Select EXIT on the Options screen, then hold A, B, and Right while pressing Start.



Now start a new game with super-fast punches and kicks!

TAITO

## LUFIA

## IT'S NOT OVER YET

Taito's hot new RPG has more to it than meets the eye. After beating the game, sit through the ending and continue to watch. After a short while, a special screen appears that lets breaks down the game into how much time you spent playing, how much time fighting, and more. Reset the game and return to the main menu — you should see a new option titled "Once Again." Select it to start a new game, this time with four times your normal cash and experience points! *NOTE: We found this trick on a preliminary version of Lufia, but it may have been taken out before the final release.*

SEGA OF AMERICA

## GREENDOG

## TWO COOL CODES

At any time during the game, press Start to pause, then press Down, A, C, Up, Left, and Left — you hear a chime if you input the code correctly. Now you can play in slow motion! For another trick, press Start to pause the game, then press C, A, B, A, Left, and Left — again, you should hear a chime. This code lets you skip to the next level!



Pause the game at any point and input either the level-skip or slo-mo code. Now yer gamin'!

## GAME GENIE CODES

## SHINOBI 3 (GENESIS)

**NOTE:** Don't touch the Options screw for these codes!

|           |                         |
|-----------|-------------------------|
| A1TT-EA4E | Infinite Ninjitsu Items |
| CJSA-EA76 | Infinite life           |
| AT3A-EA72 | Infinite shuriken       |

## MORTAL KOMBAT (SNES)

**CB8A-44AF + D76A-47DF**  
After 1st round, fight in the Pit  
**D861-14DD**  
Start on match with Shang Tsung  
**0D9C-370F**  
First strike of any kind wins round

## MORTAL KOMBAT (GAME GEAR)

**008-40C-3BE** Infinite time  
**240-C5D-C48** Player 2 (computer) has 1/2 health  
**04B-C9A-E8A** Start on match with Shang Tsung

## BASES LOADED 4 (NES)

**SZ0X0UVV** Balls don't count  
**SX0XYUVV** Strikes don't count  
**PE0XGLZA** Two strikes for an out

## TOP GUN - GUTS AND GLORY (GAME BOY)

**FA4-249-4C1** Infinite missiles  
**009-599-F79** Infinite lives  
**004-859-4C1 + 3E4-869-B0C + 041-879-F7D** Start on mission 10



Using Sub-Zero, whittle your opponent's energy bar down to almost nothing, then use your Ice Blast to finish him.



Execute the Fatality move and keep an eye on your opponent — he splits in two! Not a useful trick, but it's still kind of cool.

ARENA

## MORTAL KOMBAT

## NEW GAME GENIE CODES

**CPDA-ADNN** Invisible Fireballs, Ice Blasts, & "censored" Fatalities  
**CBET-AAF2** All attacks do much more damage  
**GBRA-ATVL** Strange round numbers  
**SBDT-AAGC** Fighter on left side is just floating head  
**SBDT-AA4C** Both fighters have strange stances  
**CBET-AA2** Infinite life for both fighters  
**CBET-AA2C** Round ends after 1st attack (Ice Blast ends game)  
**SBDT-AAAC** Both fighters no character animation

Robert Doreah  
Rockwall, TX

GP

If you have any codes or passwords you'd like to share, we'd love to hear from you. Send them to:

Optic Breakers  
300-A South Westgate Drive  
Greensboro, NC 27407





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LOST DIMENSION

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—De Hard Game Fan

# WELCOME TO THE NEXT DIMENSION



GENESIS



SEGA

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Product Information Number 128

GAME BOY

SUPER NINTENDO

# TECH TALKS

listen to that: cash registers are jingling, customers are tingling — it's the holiday season! Gamers (and hopefully people who love them) are looking for hot gift ideas. If you want to be the hippest high-tech gamer in your neighborhood, check out this holiday edition of TechTalk. Techheads rejoice — this year there are plenty of hot goodies to wrap up or stick in a stocking. Check out new selections, as well as our Hot Ten choices:

## What It Is

- **The only affordable VR-like accessory for video games on the market.**
- **A low-end VR headset that's adaptable to Genesis, Sega GD, and Super NES games. And you don't need a TV to play.**
- **An interesting keep sake. Your friends will gaze with awe at your fashion statement.**
- **Kinda close to reality. There is some feeling of VR emersion in games with a first-person perspective.**
- **It's under \$200.**

## Virtually VR

VictorMaxx's StuntMaster beat Sega's VR to the market by four months or so, but should those techies dying for Virtual Reality adopt early? And if not, will Sega's VR be any better?

After initial testing, our TechTalk team came away with varied opinions of the Stuntmaster — and most folks were disappointed. Although this is the *only* low-cost video-game compatible VR accessory on the market today, it still fell short of what we expect from VR gear. But this was first-generation hardware, and updates should include many options our version couldn't because of engineering tradeoffs, including a vitally important focus knob. We found the image inside the headgear so out of focus that one of our testers got a headache after only five minutes of playing — and he has 20/20 vision!

Other tradeoffs include a lack of padding on the nose bridge (ouch!) and a limited field of vision. The Stuntmaster does have left-to-right tracking (if you move your head to the left, the character goes left, and

vice versa), plus stereo sound. Still, it's more like a Viewmaster than a VR helmet. Whether or not the novelty of being the first on your block to own one makes up for blowing \$200 is up to you. The upgraded unit will sell for \$350 or so. A little pricey, but you get a much better unit. If you can't wait... don't say we didn't warn you.

As far as Sega goes, we still hear that it will be next summer before its headset is ready. We hear that Sega's had trouble with the tracking mechanism.

So while you've got to praise VictorMaxx for being first on the market, the Stuntmaster still has a long way to go.

## How It Works

### The Stuntmaster



**Connect the headgear to your game deck using the included cables.**

## What It Isn't

- **It isn't a high-end VR headset that gives you a cyber-esque journey into the corners of Silicon Heaven.**
- **It isn't comfortable — most of the time it mashes heavily on the bridge of your nose.**
- **It won't be compatible with Sega's VR titles, according to a company spokesperson.**
- **It's not packed with any game. You provide the software.**



**Here's the fashion statement.**

# Catch 'em if you can.

## Wiz N' Liz™



If you can't find this game at your favorite retailer call (600) 434-7794 (GET PSYG) to order your copy today.

Wiz n' Liz have done it now. They've lost their rabbits, man and how. They may be good magicians, amazing young and old. But that lost spell they cast must have had a little mold. Their hutch full of bunnies is now empty, it seems. The rabbits are everywhere it's like a bad dream. Now for Wiz and Liz, it's a frantic affair. Racing to and fro to catch the lost hare.

Join Wiz N' Liz in their frantic race to regain their wayward warbbits. Dash across the screen collecting rabbits and gaining bonus points by scooping up ingredients for spells. This one or two-player game is a fast, smooth

playing, multidimensional, non-violent adventure that keeps you going at a furious pace. Chock full of hidden levels, puzzles and bonus games Wiz N' Liz will never cease to keep your attention. Multiple sound tracks, 360 pixel/second scrolling for super smooth animation and 56 levels of colorful graphics make this search for bunnies an exciting, whimsical journey through imaginary lands.



GENESIS



Psychosis  
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(617) 497-7794

# WE DON'T MAKE WE MAKE THE

Get this—your controller is not obsolete. This might come as a bit of a surprise, since this magazine's loaded with ads trying to tell you that your controller is a piece of junk.

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POWER PLUG™ will give you more total game performance than any of those mega-dollar new controllers. They just don't get what we got. Connect the POWER PLUG™ between your controller and your system and go kick some butt.

## VIDEO GAME CONSOLE

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## THRASH™



even Turtles in Time™. No, you don't get extra lives. No, you can't move to any level. That wouldn't be fair. You still gotta fight your way to the top.

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## PRO THRASH™



channelled to any button on your no-longer-obsolete controller. So in X-Men™ you hit one button to make Wolverine do a spinning, slashing jump. Starting to get the picture?

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## POWER STEERING



Mania. Steer a little, get a lot. Steer a lot, get a lot. Master this and go ask your old man for the keys. He will, of course, say no, but it doesn't hurt to ask.

# POWER PLUG™

# THE GAME EASIER PLAYER TOUGHER

Oh yeah, all these other "advanced controller" features—AUTO FIRE, VARIABLE TURBO, SLO MO—we give you them too. But next to THRASH™, PRO THRASH™ and POWER SITTING, that's just kid stuff.

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Nintendo



SEGA GENESIS

TYCO

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2NNZ3

# TECH TALK

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## Charge It!

Excited child. Gaily wrapped present. Little Johnny gets a Game Gear! Fortunately for the wee tyke, Mommy and Daddy remembered to get batteries. But unfortunately, they die after two hours of playing. Daddy spends the happy day trekking to convenience stores looking for AAs to keep Johnny from crying his eyes out. He should have shelled out the extra cash for rechargeable batteries.

The Millennium Rechargeable from Gates Energy Products could have solved little Johnny's predicament. These batteries last through about 1,000 charges, and when the battery can no longer take a



charge, you can return the power cell to Millennium for recycling. The company, in turn, replaces the battery for free.

Why choose Millennium? Gates Energy has done extensive research on its rechargeables, decreasing the charge time (in some cases to less than an hour) and increasing the amount of charge cells hold. In addition, we found that every Millennium Rechargeable product outperformed competitors. The batteries are easy to use and that lifetime guarantee makes them very attractive.

|                      |    |
|----------------------|----|
| ORIGINALITY          | 6  |
| COSMETIC DESIGN      | 9  |
| SPECIAL FEATURES     | 14 |
| BAWG FOR THE BUCK    | 9  |
| GAME SUPPORT         | 9  |
| SYSTEM COMPATIBILITY | 9  |

OVERALL



## TechTalk's Hot Ten

We've been good all year ... well, except for that round of *Street Fighter Turbo* that got out of hand. And here's what we're hoping to get for the holidays. Any one of these items would make a great gift.



**10** A Surround Sound Digital Home Theatre: Watch that laserdisc boxed set of *Star Wars* the way it was meant to be seen. A few grand, and it's yours.



**9** Game Gear Portable color for under \$100. Need we say more?



**8** Millennium Rechargeables: Perfect for hand-helds and all kinds of gadgets. Retail price varies.



**7** Pro-Action Replay: Find your own codes in any SNES, Genesis, or Sega CD game. Sorry, but it kicks Game Genie's butt! Call 702/454-7855 for ordering information; available only by mail.



**6** Sega's Activator: If Santa's bringing it — I'm taking it! It's the next level of game control, and retails for \$79.



**5** Sega's Six-Button Controller: A must for fighting-game fans. Retail for \$20.



**4** Super Nintendo Entertainment System: "The best play here"? Well, we don't know, but Mario sure does! A system with one controller sells for \$79.



**3** Genesis: You've gotta have one of these to play Sega CD.



**2** A Sega CD 2: Games like *Sewer Shark* are a thing of the past. *AH-3 Thunderstrike*, *Sigheed*, and

*Rebel Assault* make a CD worth the money, and that snazzy new design really cooks! Retail for about \$200.



**1** 3DO Machine: Sure it's \$700, but the buzz about the system and the games makes the curiosity factor plenty high.



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# STAR WARS THE EMPIRE STRIKES BACK

## IT'S FORCEFUL!

"Do, or do not — there is no try." Gamers designers have taken Yoda's motto to heart: Super Empire Strikes Back would sell plenty of carts on the Star Wars name alone, but JVC and LucasArts have put forth that extra effort it takes to make a superior product. And their hard work definitely pays off.

If anyone still wonders why Super Star Wars became a smash hit, Super Empire will eliminate any doubts — it firmly establishes JVC's place among industry leaders. Super

Empire boasts the same fantastic graphics and movie-quality soundtrack that made the first game a success. As in the movie, Empire-bashing Luke Skywalker and his friends return to do battle with Darth Vader and company, who are still pretty steamed that the Rebellion blew up the Empire's Death Star.

The adventure takes you from the icy plains of Hoth to the swampy marsh of Dagobah, and finally to your confrontation in Cloud City with Darth Vader, who is secretly Luke's father (Oops! I spoiled it!).

While a *Super Return of the Jedi* is already in production, all eyes are focused on Mr. Lucas and his on-again, off-again new *Star Wars* trilogy (see GP Press). If he doesn't get it going soon, what's next for JVC?



HAN SOLO



### LUKE SKYWALKER

### CHEWBACCA



## THE FORCE



**Slow:** This Force power — guess what? — slows down your enemies.

**Saber Control:** This power allows Luke to hurl his Light Saber at will until his Force power runs out.



**Elevation:** Use this to reach high places or cross wide chasms. It's also great for saving you from a fall.



**Deflect:** This allows Luke to knock back projectiles with his Light Saber. It's a little-known fact that Babe Ruth was a Jedi.



**Mind Control:** Use this and your enemies look the other way. No fight, no mess!



**Invisibility:** The Empire can't attack what it can't see. Take to the shadows and slip on by.



**Heal:** Each use refills Luke's life bar by about 20 percent — a handy thing to have around boss time.



**Freeze:** Puts the ice on unwieldy Stormtroopers. They make easy targets once they're frozen in their tracks.

## HOTH

Your adventure begins on the ice planet Hoth — and if the Force isn't with you, it ends there, too.



The Snow Speeder levels are even better than the Landspeeder scenes in the first *Star Wars* game. Improvements include more enemies and a vast landscape with large rolling hills.



You don't have to crawl inside of the Taun Taun as you do in the movie, but he carries you past laser fire and snow boulders.

## HOTH

Luke has a Blaster in addition to his Light Saber that's good for targeting distant enemies. It's suicide to use at close range.



Luke's slide technique safely carries him under oncoming laser fire.

The spin is your best offensive maneuver. If you're surrounded and all hell's breaking loose, start spinning.

Luke's block is another effective maneuver. Not only does it protect you, but it also returns some types of fire!



You can take a shortcut through some areas of Cloud City by using your Elevate Force power to fly above any danger.

## CLOUD CITY



Use Luke's block maneuver to bounce these cannons' shots back at them for a quick victory. You get a Force power-up as a reward.

If you don't wait for these sky cycles to zoom by before jumping, you'll be knocked into the chasm.

## DARTH VADER



You face Darth Vader several times before your final battle on the bridge. Duck down on the far right and keep swinging as Vader walks into your attacks, using the Heal power to keep going.

## ALIEN WORLDS



**Rebel Base:** Your battles take you to the far reaches of the galaxy, where you go against the Empire—and more. The AT-AT Walkers on Hoth are tough, but you've got a Speeder!



**Degobah:** The swampy home of Yoda, Luke's friend and mentor. Survive its horrors and learn the ways of the Force!



**Asteroid Field:** Against C-3PO's advice, Han and the others must lose pursuing Tie-Fighters by charging into an asteroid field. Never tell him the odds!



**Carbon Freeze Chamber:** In the movie, Han went meekly into the chamber. In the game, he doesn't go down without a fight!



# THE LOST VIKINGS™

## Now You Can Find Them On

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At long last the space fairing trio of Erik the Swift™, Baleog the Fierce™ and Olag the Stout™ have arrived in the land of SEGA Genesis. With a jammin musical score and your help, our humorous heroes fight their way through over 40 rip-roaring levels and worlds. Hurry! Only you can get these lonely vikies home.

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GENESIS

## THE LOST VIKINGS



6  
LEVELS

3  
DAYS  
TO  
COMPLETE



GA  
RATED  
GENERAL AUDIENCE  
ALL AGES PERMITTED TO PLAY

Interplay

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# STAR WARS REBEL ASSAULT

JEFF LUNDRIGAN

ILLUSTRATION BY



MC, 3800 Burbank Blvd, Suite 3-5, Los Angeles, CA 90058

Get in the cockpit, rookie, and do it now! The universe needs saving, and we're gonna show you how it's done. Pay attention, too, or the Empire will show you up and spit you out. What do you think this is—a game?

The super-hot *Rebel Assault* is a long-awaited title from LucasArts and JVC. And from the preliminary version we've seen, it's going to be worth the wait. As the pilot of one of three different rebel crafts from the *Star Wars* universe, you begin by looking around Tatooine, learning basic flight skills in a T16 Skyhopper. From there, it's off to the secret rebel base on Hoth to take lessons in combat and high-speed maneuvers in an A-wing fighter. Finally, you take on the Empire's deadliest pilots by climbing into the ultimate rebel craft, the X-wing.

While not a true flight simulator, *Rebel Assault* lets you to pilot your ship *Star Wars* style, following a predetermined path. The backgrounds are mostly computer-generated animations, from the deadly crystal canyons on the planet

Kotabador to the ultimate confrontation with the Death Star. Add some digitized scenes and sound effects from the *Star Wars* trilogy, and you've got one killer of a game!



**The game begins with digitized sequences from STAR WARS**



You know the universe's a hostile place when characters like this roars around.

Your career begins on Tatooine, as you zip around in a T16 Skyhopper.



Rebel Scout Only  
Planet Tutorials

Soon, though, you're off to Kolaador for training in high-speed maneuvering.



Follow your instructor on a dizzying chase through the deadly Crystal Canyons. Pass the test, and it's off to fight the Empire!



Ambushed by Imperial TIE fighters, your squadron of X-wings tries to shake off pursuit by flying into an asteroid field!



The rebels emerge safely on the other side of the field; the TIE pilots aren't so lucky...



Smart move? Or deadly mistake? It all depends on your piloting skills.



Just getting to the Death Star means fighting off wave after wave of Imperial fighters. Good Luck!



So you think you're a hot pilot, huh? Are you ready to challenge the Death Star?



And remember, the Force will be — well, you get the idea....

GP





# WANNA PLAY?

Grab your pea-shooter—  
**Mr. Wilson needs our help!**

It all started at Mr. Wilson's party when my pet turtle, George, dove into the punch bowl. Everyone went nuts: Mrs. Bloopie jumped on Mr. Campbell's back... Mr. Campbell dropped his plate on Mrs. Melarky's toe... Mrs. Melarky spilled her chicken wings on Mr. Botsworth's lap... Mr. Botsworth poured his soup on Mrs. Gaylord's canary...

Then, when no one was looking, Switchblade Sam made off with Mr. Wilson's prize coin collection. Now I gotta track down Sam and those coins...or ol' Mr. Wilson's gonna make turtle soup out of poor

George!!!



Based on the  
1993 Summer  
Blockbuster by  
John Hughes!



With Ruff by your side, and your trusty squirt-gun in hand, Switchblade Sam doesn't stand a chance!

## Dennis the MENACE



The search for Sam is on! Try the park, the school, Mr. Wilson's house and, of course, the deep, dark forest.



RECEIVE A  
**\$5 REBATE**  
When you purchase  
Warner's Home Video  
and the Video Game  
See packages for details



Load up on the ammo—and don't forget your sling-shot... Your crazy gym teacher likes to play rough!

For the  
**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

And **GAME BOY**™

Product Information Number 222

**ocean**

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1855/Oakleaf Avenue  
San Jose, CA 95131  
408/984-0207

# Contest Results!

Design Your Own *Star Wars* Boss, May 1993

The "Design Your Own *Star Wars* Boss" we ran in our May *Nintendo Guide* was a phenomenal success. We sent off all 335 entries to Darth Vader's henchmen at LucasArts, and they made the final selections, looking for imagination as well as artistic talent. We're sorry we couldn't reproduce all the drawings, but here are some of the winners!



## GRAND PRIZE:

(an outrageous *Star Wars* Collector's Pack, including the *Star Wars* film trilogy, a Darth Vader hologram watch, an official *Star Wars* T-shirt, and *From Star Wars to Jedi: The Making of a Saga*, a behind-the-scenes video.)

**SUPER STAR WARS BOSS:**

**SPITTING WASPO**

— HERO APPROACHES COCCON BUT, CANNOT PROSS WITHOUT UNRAVING THE SPITTING WASPO BOSS.

POISSING SEMA, SPT CAUSES HEALTH INDICATOR TO DIMINISH.

STINGER, FREEZES PLAYER IMMANTARILY.

NOTE - EVERYTIME SPITTING WASPO IS HIT WITH A WEAPON, IT RELEASES AN EGG SACK THAT HITS THE GROUND AND SPARKS BABY WASPS THAT ATTACK THE HERO.

WADE LAGEOSE

"Spitting Waspo" by Wade Lageose of Los Angeles, CA



## First Prizes: (The *Star Wars* trilogy.)

"CHAWA-EYN"  
by Bobby Baggett of  
Plaquemine, LA



"Swamp Dragon"  
by Clinton Breeden  
of Owasso, OK



BUCKLE UP  
FOR SAFETY



TALK ABOUT FENDER-BENDERS!!



THAT JUNKMAN REALLY PACKS A WALK!!



BOMBS AWAY!!



YOU DON'T HAVE A LEG TO STAND ON!!

# HEADS UP! THE CRASH DUMMIES ARE NOW ON SUPER NES!!!

ALSO ON GAME BOY™ GAME GEAR™ AND NES™!

COMING SOON ON GENESIS!



**Acclaim**  
entertainment inc.



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**"NARGAR Monster"** by Mike Kovalsky of Fords, NJ



**"BossMonster"** by Gilberto Izquierdo & Elias Leanos Hernandez of Zapopan, Jalisco, Mexico



**"Imperial Urark Monster"** by Raul Rubio Ruiz & Eduardo Vasconcelos, Touca, Mexico

## **Second Prizes:** (An incredible Darth Vader hologram wristwatch.)



**"Senturian Swamp Beast"** by Jennifer Cogar of Uniontown, OH

**"Taggar 151 Waddy"** by Beth Craig Hays of Katy, TX





## Finally, A Racing Game That Makes "Sense"!

Hear the roar of super powered racing machines,  
**See** the flash of the green light,  
**Smell** the burning rubber as you peel out,  
**Feel** the heat from the engine,  
**Taste** the excitement!

- 1 or two player, split - screen simultaneous racing action.
- Compete against world class drivers including Nigel Mansell, Michael Andretti and Gerhard Berger.
- No unrealistic directional arrows, quick reflexes are a must.
- Save & load your best races



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**SUPER NINTENDO**



**GAME BOY**



**FOCA**

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 City \_\_\_\_\_ State \_\_\_\_\_  
 Zip \_\_\_\_\_ Phone \_\_\_\_\_ Age \_\_\_\_\_

Just enter me in the drawing

Please Send to: UBI Soft Racing Guide 1505 Bridgeway Suite 105 Sausalito CA 94965

# Now you're in...



Two of your worst nightmares have joined forces  
to bust your butt and take over your world!  
They're the ultimate dirtbags of baditude!...



**Sometimes to even the score,  
you've got to double the odds.**



# double trouble



But you've got the Battletoads and the Double Dragon dudes  
to even the sides and gang up on the goons.

They're the ultimate team!

Available on NES™, Super NES™,  
Game Boy™ and Sega™ Genesis™



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*An Interactive Entertainment Company*



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ASHHAR

"Ashhar" by Jorge Giovanni Gomeztagle Flores of Izcalli Cuauhtemoc, Mexico

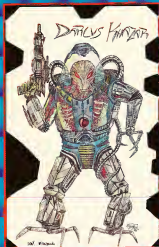
**Also:**

"Elector" by Clyde Blakely of Chatham, N.B., Canada  
"Hyperbat" by Shawn Cardozo of Palmdale, CA  
"Mutoid" by Matthew Hogan of North Miami Beach, FL  
"Mutant Sand Beetle" by John Rogers of Pleasanton, CA  
"Rekshaw" by Timothy S. Wong of Hacienda Heights, CA



Alien Warrior

"The Maxium Alien Warrior" by Dana Laukhuff of Beech Creek, PA



"Darcus Kahazar" by Jose Manuel Dropeza Villalpando of Toluca, Mexico

**Third Prizes:** (an official, original, 100% cotton Star Wars T-shirt)



"Imperial Spider Droid" by Wyatt Elliott of Rockford, IL



"The Dark Shadow" by Bryce May and David Francis of Ogden, UT



"Imperial Assassin Droid" by Phil Mullen Jr. of Beverly, MA



# OK!



## Who Left The Door Open?

"Brain Bustin', Thumb Crampin' Excitement!"

*Electronic Gaming Monthly*



Also playable with Super NES controller



"The thinking man's action/  
platform game" *DIE HARD GAMEFAN*



"Troddlers joins Lemmings  
at the top" *GamePlayers*

They're Tricky! They're Trouble! They're Troddlers. Hokus and Pokus are two lozy sorcerer's apprentices. The great magician Divinius borks o simple order: "Clean out the cellar!" But NOOOOO!, they do the stupidest thing they could possibly do, they open o box labeled...

"Hey, moybe these Troddler dudes will help us do the work," they thought. Wrong! They Ball! Right through the teleporter door - hundreds of 'em! Divinius will pork their butts in o sling if they're not bock pronta! 175 levels of fast, funny, frozzling excitement! Raund up those Troddler dudes before they get ZOMBIFIED. You'll work like a dog, but you'll love every minute of it!

**WARNING!**  
Instant Magical Troddlers  
May Zombify If Allowed To Teleport



*The*  
**1993**  
**NBA**

*Finals*

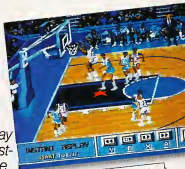
**PARTY**





Ever wonder what it'd be like to have a front line of Shaq, Hakeem and Manning? With the custom team builder you can build your own dream team. Even if all 5 starters are Shaq.

NBA® Showdown is Shaq and Patrick going big on big in the paint. KJ slashing baseline and dishing off. Grant doubling down in the blocks. Hardaway spotting up and busting from the outside. Kemp skying. Malone taking the rock to the rack.



The ultimate in 5-on-5 NBA action. This ain't the blacktop. So don't bring that week stuff in here.

# IN THE PAINT.

Bring it on. It's the NBA at its biggest and best. The signature moves of the league's finest, including rising rookies like Miner and Mourning. Player trades.



Better clear out when Zo powers in with a double pump slam. Because he always rocks the house.

Injuries. Everything from the '92-'93 season. Visit your EA SPORTS dealer or call (800) 245-4525 anytime. And party in the paint.



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Product Information Number 140





"The Plasma-animinthym-cybord-droid" by Josh Searcy of Stockbridge, GA



"Gnaw" by Jimmy Proctor of Conneautville, PA

"Dark Force: The Ultimate Dark Side Warrior" by K. Stern of Monroe, NY



"DSD 1000" by Hugh W. Taylor of Mililani, HI



"Saktrum" by Horacio Almada Trujano of Toluca, Mexico

## Honorable Mentions

- Chris Andreyo  
 Jason Areheart  
 Jeff Black  
 Ronald J. Bonnett  
 Baltazar M. Cardenas  
 Robert Castaneda  
 Ryan Cobb  
 Joe Cook  
 Nick Crews & Isaac Paris  
 Justin Cruse  
 A. DeBartolis  
 W. DeBoer  
 Joey Denoy  
 Casey Erdmier  
 John Fahim  
 Christopher Fell  
 Jacob Gallmann  
 Chet Garress Jr.  
 Christopher Geyer  
 Joshua Gibbs  
 Douglas Gladstone  
 Juan Rodolfo Arriaga Gonzales  
 Jeremy Harris  
 Launni M. Harriston  
 Bonnie Hartman  
 Cyrus Hovig  
 David A. Kessler  
 Matthew Kishonlis  
 Matt Klein  
 Anita Kennedy  
 Andrew Lee  
 Chris Lewis  
 J. McIntosh  
 Sue McCann  
 Trevor McManus  
 Marlo Ruiz Mendoza  
 Don Moore  
 Jennifer Moore  
 Randy Moore  
 Leslie Nave  
 Drew Newlin  
 Jonathan O'Connell  
 Bill Parmentier  
 Neel Pawar  
 Bryan Rainey  
 Scott Robson  
 Brian Sandri  
 David Stranger  
 Lacy Soderquist  
 Shelley Wood

### Also:





- "The Guard" by C. Ilson of Corona, CA  
 "Jawa Defense Jet" by Peter Bushell of Clearbrook, B.C., Canada  
 "Imperial Guard Scarlacc 3-X9" by Kevin Edwards of Jerseyville, IL  
 "The Head Hunter" by Matthew Francis of Ogden, UT  
 "Defense Dragon" by Simon Poole of Si-Mubarratz, Saudi Arabia  
 "The Killer" by Karl Urban of the Bronx, NY

# INSPECT THIS!



Join Inspector Gadget on his madcap, worldwide search for his niece, Penny. She's been kidnapped by the evil Dr. Claw and it's up to the intrepid detective to find her! Use specially designed gadgets to make your way through dozens of treacherous traps and scary scenes built by wicked M.A.D. agents. Launch self-guided propellers at aerial targets, make impossible leaps with the aid of a super-stretch arm, and fly off a cliff with a custom helicopter! Plenty of surprises await you both in the action-adventure game of the year!



-  Find invisible items with a high-powered magnifying glass!
-  Travel from the Swiss Alps to the sun-baked sands of Egypt!
-  Get valuable clues and items from trusty Brain!
-  Finally see the face of Gadget's oldest foe—Dr. Claw!



**SUPER NINTENDO**  
EDITION



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**HUDSON SOFT**

Hudson Soft USA Inc., 420 Oyster Point Blvd., Sausalito 94965  
San Francisco, CA 94965 (415) 321-0090

Product Information Number 170



# THE MAGIC OF DISNEY.



JUMP INSIDE  
THE GENIE'S LAMP  
FOR A PINBALLING,  
PING-PONGING TRIP!



COLLECT THE TOKENS  
FOR A CRACK AT THE  
BONUS ROUNDS!



MORNING GUARDS!  
DIRT-WAD-SPITTING CAMELS!  
NICE NEIGHBORHOOD!



ANIMATION SO  
SMOOTH • YOU'LL  
SWEAR YOU WERE  
IN THE MOVIE.





SEIKA  
SUPER NES

# WARRIOR

JEFF LUNDRIGAN

A thousand years ago in the land of Seltich, evil Beldor held the people in the grip of fear and desperation. Although eventually Beldor was imprisoned, a leader named Cedric is now determined to release the remnants of Beldor's power to use himself. Two heroes, Kaor and Igor, must succeed where others have failed and stop Cedric. Legend's strength is its good looks — the graphics have a unique moody depth. The trip to Joe's Inn, for example, played out during a driving electric storm, is truly impressive. But you'd better get used to doing lots and lots of jump kicks. They're your fastest attack.

Seika; 20000 Warner Author; 9440 100; Torrance; CA 90503

## Grab This Stuff



**Bread** restores one life point.



**Mmm, chicken.** Also restores one life point.



**Gold bags** are the most common item and are worth 50 points.



You need two **potions** to cast a spell, and you can carry as many as nine.



**One-ups** are usually found only in barrels or chests.



You don't need to grab the **map**, but it gives your location between stages.



Use the **keys** to open chests during bonus rounds.



Don't use the **chop** unless there's only one enemy around. It's very slow, and once you start a swing, there's no way to stop.



The **jump kick** is your fastest attack — use it for 90 percent of your work. Learn it, do it, live it.



The **jump swing** won't get you out of harm's way like a jump kick, but you can use it to hit enemies immediately behind you.



There are two or three **spell** variations, but all do the same amount of damage. Save them for bosses.



The **shield** isn't an attack — it's a desperate attempt to avoid damage. Jumping away is usually better.

## Beginning of the Quest



**Spearman** — Common grunts who show up in every stage.



**Swordsmen** — Almost as common, they're better at blocking your attacks, and they can jump around.



**Bog Monsters** — These slime-covered skeletons aren't any more dangerous than anything else, but you fight them while knee-deep in muck.



**Bowmen** — They stay at the screen's edges and take only one shot to kill.



### First Sub-Boss

Also one of the toughest, you must stay inside the range of his staff and kinks. Jump back to get close, and hang with him as best you can.

### First Boss

This tree monster can be hit only with jump attacks. Blast it with spells, then finish it off.



## The City



**Thieves** — Sneaky little goons, they like to come at you from behind.



**Axemen** — Imposing, but stupid. Their axes give them a long reach.



**Attack Dogs** — Hard to hit, but they die with one blow.



**Second Boss** — Very tough, he can both throw barrels and charge with devastating speed. Jump up or down to get out of barrel ranges, then attack when he goes to retrieve it.

## The Black Temple



**Skeletons** — Very good at shielding themselves, they can also take a lot of damage. Be careful.



**Wizards** — Slow and basically ineffective as warriors, they can still pack a wallop if you're not careful.



**Third Boss** — Easy to defeat with jump attacks; however, he brings in a friend after taking a certain amount of damage. Blast the gargoyle with spells if he gives you any trouble.





**Net Man** — You meet him midway through this stage, and if you can't defeat him (and don't plan on beating him), he traps you in his net and hauls you off to jail.

## The Old Mill

**Prison Guard** — He's a tough opponent, but if you get close and stay with him, he can be beaten.



**Elevator Operator** — He drops you back down to the bottom if he sees who you are. Jump up to the platform before he gets a look at you.

**Prison Boss** — Blast him with spells and stay as far away from him as possible.



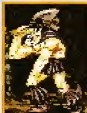
**Fourth Boss** — Return to the mill to fight this dragon. Wait until it lands and is about to breathe fire, then — you guessed it — jump-kick. He stops every so often and calls out the troops, but he doesn't attack as long as someone else is doing the fighting.



## The Cavern



**Caveman** — A primitive lot, they're nonetheless every bit as deadly as their more-evolved buddies.



**Axe Warriors** — Big and mean. If you cut these guys any slack, they'll cut you plenty.



that's mighty confusing. Stay alert.

**Cave Fiend** — The cavern fiend isn't tougher than other bosses, but you fight him against a swirling background

## Sanctuary



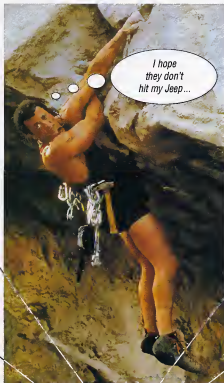
**Codric.** That's all you need know.



## BONUS ROUND



Always head for the chest that you need the keys to open. Your rewards will be much greater.



# CLIFFHANGER™



*(sure, it's just a game.)*

*"Cliffhanger could send gamers over the edge." - Gamepro, October 1998*

*"Non-stop, pulse-pounding adventure that won't give you a break." - Electronic Gaming Monthly, October 1998*



Chin, fight, and shoot your way through? zip-zacking freely with underfoot-digital ice clips. The J-CADDS sequence and incredible CD sound are the Sega CD-version will blow you out of your chair.



Talk about rugged terrain—the mountain or a base, you'll have to ditch as you make your way through, dropping bridges and a deadly avalanche. Learn the lay of the land, or you'll be lying under it.



Buckle the heavily armed attack helicopter, master the techniques and first of the aerials (and the wings) before he turns you into a blood-fueled statue.



Hang on! For the last time ever on any video game, test your survival skills on a high-speed, adrenaline-fueled Fall Electronic Gaming Monthly app. You'll be seen to be believed!

Available for all Nintendo® and Sega® systems.

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Product Information Number 227

# BIOMETAL

## TECHNO-CHARGED SHOWDOWN!



ACTIVISION/SUPER NES 1440 San Vicente Blvd., Los Angeles, CA 90049

Vince Matthews

In *BioMetal*, a long war has divided the galaxy and exhausted its resources. The human race stands on the brink of extinction. The Galactic Council, in a last-ditch effort, dispatches a fleet of ships into the far reaches of the cosmos to mine new resources. While examining Planet UP457, the fleet is attacked and destroyed by a race of aliens known as the BioMetal.

Since UP457 is within your sector, you're immediately sent into action. Your mission: To destroy the BioMetal within 32 hours to keep them from breeding — and taking over the galaxy. You're at the helm of a MF-92GX Halbard, equipped with a plasma rifle, missiles, and an experimental GAM (Gal Analog Mulsant) Unit. You can power-up your plasma rifle by retrieving any of three power-pod enhancements left by silly weapon suppliers, and you have three types of missiles at your disposal as well. But the GAM is your most valuable weapon, continually charging and regenerating to protect your ship. Use it sparingly!

Activision's souped-up shooter kicks the life into your Super NES, with five action-filled levels and a techno-charged soundtrack that's fit to die for! Die-hard arcade fans might find the stages short, but *BioMetal* more than makes up for it in difficulty! You provide the power, 2 Unlimited provides the tunes!



### THE PLASMA RIFLE



The MF-92GX Halbard

The Halbard is the mothership of your fleet. This advanced fighter is the galaxy's only chance against the BioMetal.



The Vulcan Cannon disperses a powerful wide burst of vulcanized plasma.



The Laser Cannon provides a more streamlined burst of plasma that easily cuts through larger BioMechs.



The Wide-Beam Rifle: Your most powerful weapon disperses plasma across a broad area — you're unstoppable with it.



## MISSILES



**Straight Missiles** fire directly ahead of your ship.



**Bend Missiles** fire in a sharp vertical trajectory.



**Homing Missiles** fire on and track the closest enemy.

### STAGE 1: METAL STORM



Use the GAM for protection, and keep in mind that it must recharge before you meet the boss.



**BOSS:** Stay high and use the GAM for protection. Target its eye.

### STAGE 2: DESERT RAVE



Wave after wave of bio-drones and bio-worms are nonetheless no match for the GAM's attack and defensive abilities.



**BOSS:** Again, target its eye and continue firing until it's destroyed. Use the GAM in close-attack runs.

### STAGE 4: DEAD ZONE



**BOSS** — and beyond: This bio-worm's only weak area is its head. Use

the GAM for protection and lead the worm into your line of fire. Intelligence advises you to use the same methods and skills to battle the remaining stages. Good luck.



the GAM for protection and lead the worm into your line of fire. Intelligence advises you to use the same methods and skills to battle the remaining stages. Good luck.

## The GAM Defensive/Offensive Mechanism



Carefully watch the GAM's power meter — once it's exhausted, the GAM must recharge and your Halhard is left unprotected.



When you're on the defensive, use the GAM's powerful attack against larger bios.



But when you're on the offensive, this formation enables the GAM to protect your ship — use it in overcrowded areas.

### STAGE 3: PSYCHEDELIC CAVE



Watch out for dead ends deep within the cave. Power-up the Wide-Beam Rifle or Laser Cannon to defeat the larger bios.



**BOSS:** Avoid the spores, shoot directly into the flowers, and use the GAM as protection.

## THE RAVE REVOLUTION

Although Techno-Rave is still in its infancy, its mesmerizing beats and fierce hooks have grabbed devoted followers, even though the musical industry has ignored it other than an occasional news report on its evils.

Since its early beginnings in German houseclubs, Techno-Rave was seen as high-end, high-energy dance music played by DJs with esoteric tastes. It wasn't until 2 Unlimited's "Twilight Zone" and its infectious follow-up "Get Ready for This" broke into the worldwide dance charts that the U.S. mainstream began to take notice. Last summer, AB Logie's "Get Up" topped out on many top 40 crossover stations.

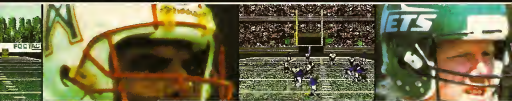
Kelly Rodgers, a producer for Activision, is a big fan of Rave, and it was his idea to use it to replace the original Japanese soundtrack in *BioMetal*. It was also his idea to contact the group 2 Unlimited, a leader in Techno-Rave.

As we reported last July, licenses such as Virgin Interactive (*Global Gladiators*), Interplay (*The Lost Vikings*), and JVC (*Jaguar XJ220*) are currently incorporating Rave-like soundtracks into their games. And Techno-Rave dance compilations are some of the best-selling products in record stores across the U.S. The tunes just keep getting better...

GP



# PLAY THE GAME!



## THE EYES OF THE NFL'S BEST!

ESIASON, YOUNG, RYPIEN—THEY'RE ALL HERE!

- Playoff and Super Bowl Matchups
- Trade quarterbacks... and see who's really #1!

**Acclaim**  
entertainment inc.





## The Kid Is Hot!

Jeff Lundrigan

All the good old days — the really old days, like Middle Ages old. Years before there was a King Arthur or a Round Table, there was a soon-to-be-famous young wizard named Merlin. Jolted out of a sound sleep by the cries of a young woman, he rushed outside to find a young girl drowning in a lake. Without a moment's thought for his own safety, he dove in after her. Maybe he should have thought for a moment, however, because his heart was bigger than his biceps, and the strong current pulled him under.

But soon-to-be-great wizards can't be killed so easily. When Merlin awoke, he found himself in a strange land, one ruled with an iron fist by the evil Shadow King. Since the land was low on heroic types, he figured he'd give it a shot.

If you're looking for something that's both different and good, check out *Young Merlin*. It's a prime nominee for Sleeper of the Year — there's no overtyped marketing campaign, just a consistently entertaining game that's a joy to play. Part action, part RPG, part puzzler, every part of *Young Merlin* looks great and plays even better.



Throw your loose gems in the Rainbow Pool! Gain spells! Amuse your friends!

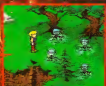


Dwarf Mine: It's a mine filled with dwarves. Whaddya want?



The Plight of the Fairy: Gnomes have stolen her reflection. This looks like a job for Supermar! Too bad he's not around.

# The Land of Merlin



Flytraps are an early barrier. Freeze 'em and run right by.



Forcefield blocks the way to Pinedale. Try again later.



Freeze the Goblin, then blast him. He bars the way to the southern areas.



Kill the Nasty Tree with star power — but don't get too close!



The Gnomefest can't injure you, but it sure put a burtin' on your toes. Find something to scare off these guys.



**Bubble Spell:** Extra air, my lungs crave air!



Freeze your enemies with **Fairy Dust**, then blast them!



**Balloon Spell:** Going up!

Whenever you see the sign of the **Bottle**, fill up on liquid.



## The Mystic Items



**Bubble Wand:**

Gnomes are afraid of soap bubbles. Go figure.



Use the **Comb** and dazzle enemies with your flowing locks.



The **fishbowl** is suitable for carrying... well, you figure it out.

Each of the five kinds:



of **Flowers** goes well with wooden hearts.



Cast your **Gems** upon the water and you shall get stuff.



You start with three **Hearts** — collect all 16!



People are always asking you to find **Keys**.



**Lantern:** Don't go into a mine without one!



The **Mirror** creates an image that can fool enemies.



The **Rainbow Gem** opens the gate to the **Rainbow World**.



The **Spring Spell** works in only one place.



The **Time-Stop Spell** does as just what it says.



Use the **Warp Spell** to re-**AL** everything when you're moving blocks in the **Puzzle Palace**.



Pull a **Wheel** off one mine car, stick it on another, and ride!



Together with a flower, the **Wooden Heart** gets you *more stuff*!



**Wrench:** OK, that is a crime, but how else are you gonna get that wheel?



There are two **Stars** — gold, and the more powerful silver.



The **Magic Match** might just

burn every enemy on-screen. But some enemies are fireproof!



Use the **Snowflake** to freeze every on-screen enemy.



**Lightning's** more like it! It zaps every enemy — and no waiting to recharge!

## Choose Your Weapon

## Creatures Loathsome & Foul

The **Very Big Spider** is tricky. First, use the mirror to trick

the little spiders, then use the snowflake to freeze everything. Switch to the star and shoot the egg sac. You've got to do this a bunch of times — whew!



You can kill the **Maze Critter** like anything else: Freeze 'em and blast 'em!



breaks into little blobettes, draw them off with the mirror and shoot them with the star.

To avoid being eaten by the **Dragon**, use a time-stop spell, then run behind him and fry his scaly butt with lightning.



The mirror keeps off the flying eyeballs (yuck!). Blast them, but stay away from the **Shadow King** — for now.



You get your air from underwater from the **Mermald**. DK, she's not an enemy, but where else are we gonna run this picture?

GP



HAVOC IS SAILING  
YOUR WAY SOON...  
THE SEVEN SEAS WILL  
NEVER BE THE SAME.



Product Information Number 130

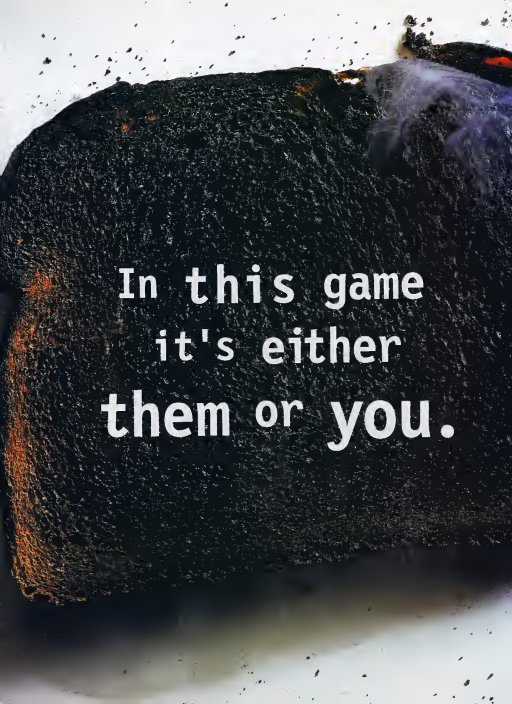
**DATA  
EAST**

**SEGA GENESIS™**



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**In this game  
it's either  
them or you.**

# GOLDIERS OF FORTUNE



You're a mercenary mowing down every diamond-spitting toad and back-flipping lizard freak in your path.



The gold you earn pumps up your character's speed, skill and weapon power.



Around every corner lurks another sneezeball with a bad attitude.



You'll need a partner to watch your butt. Recruit a friend or let the computer back you up.



Set up crossfires and ambushes, because teamwork is the only way to survive.



Do you have what it takes to face the Chaos Engine without being reduced to a charred pile of gristle?



Available on SEGA™ Genesis™ and Super NES.

**Spectrum  
HoloByte**

For Visa/MasterCard orders call anytime: 800-695-GAME.

Product Information Number 228

# The Secret Is Out!

SQUARE SOFT/SOFTBANK



## the SECRET of MANA

Jeff Lundrigan

Let's cut to the chase: *Secret of Mana* is the best RPG for Super NES we've seen all year. Square Soft, maker of the various *Final Fantasy* games, is known for its fine work, but the designers have outdone themselves this time. *Mana* is not only huge, but the graphics also set a new standard for 16-bit RPGs, with lush landscapes and larger-than-usual characters. It's simply packed to the gills with great stuff.

In a welcome departure, combat is handled in an arcade style. While some purists might object, this combat is smooth and challenging, not a thumb-busting exercise. It keeps things moving faster than in a normal RPG, and it also lets one, two, or (if you've got a multi-tap) even three people play at the same time.

So what are you waiting for? If you miss this one, you're missing out!



You have three adventurers from which to choose: a boy, a girl, and a... uh... sprite!

JIMMY: Yeah. He's not supposed to be here. There's a ghost around!

Hee-hee!

GIPPY: Dude! Stone! No way to get back up! How about do I going to do?

Idiot show!! There you are, a cocky young lad, hanging around where you shouldn't be. Sure enough, you get into terrible trouble. Lots of good stones start out this way.



You could wander for days lost in the valley, so find a sword and cut your way out.



Potos has been the village you call home for many years — but that's all about to change.



No sooner do you arrive than a monster appears. There's no real strategy here — just get in there and fight! When it dies, you know it!



The Water Palace

The reason the monsters have appeared is that you finished it.



The village elder blames you for the monsters that are loose and banishes you forever. Fortunately, a passing warrior gives you a place to go.



There's a company of soldiers just outside the Water Palace that's led by Dyluck — you'll be seeing a lot of him.



On the way to see Luka in the Water Palace, be sure to visit Neko's, conveniently located off the main path through the woods.

LUKA: The fur has a golden glow? EVERYBODY? You wear a blue shirt? Is 200 years old?

You just became a Hero. It's worth it. The Sword!

Luka tells you all you need to know about your destiny, the sword, and the Mana. Listen carefully, then head for Pandora and Gaa's Navel.



— TO —  
PREPARE FOR  
ETERNAL  
CHAMPIONS,  
USE STREET FIGHTER II  
AS YOUR  
TRAINING  
WHEELS.



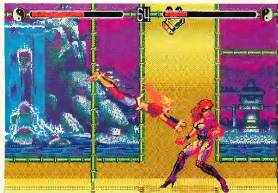
*In a full force attack, Blade humbles Slach in China. Look at those warriors, they're bage. A wimp like Blanka wouldn't stand a chance.*



*In the Tournament Mode, Trident pulls a downward flying attack on Maki. 32 players can compete here, 20 more than any other fighting game.*



*Check out Raz doing a fire kick in the practice mode. Name another game that lets you hone your skills before battle. Don't rack your brain, there isn't any.*



*The Battle Room, where the room itself can sap your strength. Here, Jetta does a little juggling of her own with a double-fisted air-dive on Shadol. Hey Johnny Cage, scared you'll get whipped by a girl?*

You probably aren't prepared for such an intense fighting game. Few are. That's why we've included the Holo-Trainer and Instant Replay, to help ready you for fierce competition. You'll battle nine huge warriors, each with their own martial arts fighting style, like Jeet Kune Do and Ninjitsu. With 35 killer moves, any of these guys could kick Guile's butt. Get good enough and you'll discover all the cool Overkills. Prepare yourself. Because when it comes to pain, it's better to give than receive.

SEGA  
\*\*\*\*\*

# ETERNAL CHAMPIONS



Product Information Number 225



**DIRTY:** Mm-hm, that's  
DIRTY! What do you want?  
Are you still?

**DIRTY:** Oh, my dear, are you  
doing... you know?

These goblins  
who want you to  
stay for dinner, if  
you catch their  
meaning.  
Fortunately for  
you, a mysterious  
girl happens by  
and bats you out.



You can travel to Gaia's Navel by cannon, but you're better off walking — fight anything that moves and gain experience.

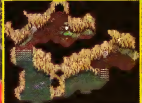


You find the girl again inside the castle in Pandora, only she's not so mysterious this time. She should join your party now.

**GIL:** This is GREAT! I need  
your help! I helped YOU  
didn't I? It's your turn.



## SECOND LEVEL



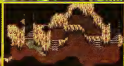
## FIRST LEVEL



**GREEN:** Best! This party is  
big for the village's benefit.  
What's your plan going?

There are two entrances to Gaia's Navel, and Neko, for some reason, is behind one of them. The girl takes off because she's angry at you for not going after Dyluck, so go on alone.





### THIRD LEVEL



You finally find Watts in the Dwarf Village. He's the blacksmith you've been hearing so much about.

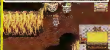
SPRITE: Hey, you. You're Fred. Aren't you? I told you that guy was here, right?



SPRITE: Well, how was that? What an actor. I wish that guy was here every day!



SPRITE: Well, did you ever hear what he just said?



Visit the sideshow and meet the Sprites, a cunning little critter.



Oh, and by the way, a monster shows up here, too. As it pops out of the ground, try to attack it from an angle so your sword can reach over the stalagmites.



Go north to the Haunted Forest. Find her castle and ask her to open the seal.



Scale path girl says: It's a witch's castle! Oh, look!

Once the Sprite joins you, head north through the Haunted Forest to the witch's cave. You're re-united with the girl... eventually.



But your adventures haven't even begun. The world is a very big place, and so far you've seen a very tiny part of it.



But you get plenty of help along the way, including a chance to ride the great dragon Flammie! Never give up!

GP

# You won't find in any



**We needed a gun to bring this treat home.**

Lethal Enforcers™ comes to Sega CD™ and Sega™ Genesis™ packed with a powerful surprise inside. The Chicago P.D. needs you to go up against a slew of terrorists like you've never seen. Every deadly move is digitized from actual human movement. It's so lethal we needed to load your side iron, The Justifier™, into every package, for a total arcade experience unlike anything you've played at home before.

Just like at the arcades, you've got to time your quick reload feature exactly right so you don't run out of ammo.

Upgrade your firepower along the way to magnum, 12-round automatic, assault rifle or grenade gun. Six levels, including target training, will put your skill to the test in the parts of the Windy City the tourists never see.



# a toy like this Cracker Jack<sup>®</sup> box.



Be on the lookout for a bank job in progress, high speed chase, ninjas in Chinatown, helicopter pursuit and volatile Heat of the Night Vision during a chemical plant sabotage. See and hear it all in intense digitized graphics, realistic settings and painful sound effects. But watch out for the innocent bystanders or you may lose more than your badge.

For one or two top cops.  
(2nd player can use controller or mail in for another "Justifier." See details inside package.)  
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79¢ per month charge. Minors must have parental permission before calling. Touch-tone phone required.

Product Information Number 210



**KONAMI<sup>®</sup>**

The Whole **SHOCKING** Story

# ZOMBIES

## ATE MY NEIGHBORS

Billy R. Moon

*Zombies Ate My Neighbors* is a video-game adaptation of just about every B movie ever filmed. In addition to protecting your neighborhood from the grave rejects in the title, you must fend off werewolves, mummies, aliens, and a bunch of other classic movie monsters. The object is simple: Grab your neighbors before the ghouls do.

At the beginning of the game, you have ten neighbor victims to rescue, and you get a certain number of points for each one. If you save them all, you get a ton of bonus points at the end of the level. Extra victims pop up at certain point levels, and if all your neighbors meet their doom (or if you lose three lives) the game's over.

You're armed with a squirt gun at the beginning of the game that safely takes care of the zombies. But to take on the tougher monsters, pillage your neighbors' houses in search of plates, silverware, soda cans, and any object suitable for slinging at evil fiends. Careful looters can also find first-aid kits and handy potions.

*Zombies Ate My Neighbors* is a truly inventive action game that has enough strategy to keep things rolling. The graphics and sound effects are adequate, and the spooky soundtrack is particularly appropriate. The coolest thing about the game, however, is that it has 35 levels, most chock-full of secret passageways and other hidden stuff. With humor and replay value, *Zombies* is sure to keep you busy for quite awhile!

### Cool Stuff to Pick Up



Collect keys to enter your neighbor's houses.



Use red potion to turn your neighbor into a zombie.



Drink the blue potion to become a ghost kid.

Use yellow potions to turn your neighbor into a werewolf.



These cool T.K. 3000 circulators give you a burst of super speed.



Use the house to hide from the zombies.



Use the magic decoy to distract monsters while you attend to your neighbors.



Use the first-aid kit to refill your energy.

# The Neighbors

The inner-tube dude always floating in the pool is worth 100 points.



A footsoldier is worth only 100 points, but look nearby for his arsenal.



The evil schoolteacher is the least valuable neighbor, worth only ten points.



The barbecue guy brings in only five points, but the stuff on the grill nets 100.

Wherever there are springs, there's trampoline girl — and 300 points.



A pair of tourists brings in 200 points. Be careful around them after dark!



The ultimate prize: Krista, the Wonder Cheerleader, clocking in at an easy grand.



Nathan, Backyard Explorer: 500 points.



Ralph, the Wonder Dog: 600 points.



Eric, the Wonder Baby: 700 points.

# The Monsters



Your run-of-the-mill zombie can be taken out easily with a standard-issue squirt gun.



Nail Tommy, the annoying, evil doll, with a soda can to silence his pathetic shouts. You can also bash his head in while you're the purple beast.



The mirror-image zombies are basic zombies that look like you. Shoot them as soon as you see them — if a group builds, you might forget which one is the real you.



Stanley Decker, the chainsaw maniac, will use his handy tool to take care of you and the neighbors. Conroy him and his pals with a clown decoy — or use your bazooka in a pinch.



The mummies can be taken out with multiple shots from your squirt gun — but you can only blast through walls with cracks in them.



Look for the pod giant in the middle of a patch of weeds — it fires its pods straight at your little noggin. Use your weed wacker to take out both the weeds and their evil master.



The alien mutant blob people are highly vulnerable to the cold. Attack them with your freeze ray or with popsicles.



Werewolves are the fastest of your opponents and can take you out quickly with their deadly claws. Shoot them with silverware before they get near you, or simply activate the magic balsam.



Siti-Man of the Blue Lagoon is a water-based version of a werewolf. Doodly enough, you're as good a swimmer as he is, so try to outswim him. If you meet him on land, resort to your big guns.

## The Search for Cool Stuff



After you've rescued all the victims, be sure to search the entire board for weapons and miscellaneous handy items. When searching your neighbors' houses, be sure to nose through their cabinets.



Garbage cans are other potential hiding places for bonus items.



There's a secret doorway in almost every board. If you see something behind a wall, try walking through it.

## Alternative Routes



But sometimes you must make your own doorways. Use your trusty bazooka, but be forewarned that you can only blast through walls with cracks in them.



If you're the purple beast, use your fists to crack a hole in it.



There's a pile of sand marking one of the doorways of most secret passages in the pyramids. The doorway on the other side is generally highlighted by a darker section in the middle of a wall.



Even the fireplace in Dr. Tongue's castle is a secret door. Try to find some way to put out the fire before you try to use the door.

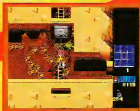
## Giant Babies, Etc.



You've got to get rid of the giant baby before you can leave level 8. Look for a Pandora's Box hidden in a nearby house, use it, then polish off the kid with a few bazooka blasts.



Level 11 is a good place to pick up extra men since you're given a "weed wackon" bonus at the end based on the plant life you've destroyed.



You need a skeleton key to survive level 20. If you missed it, go back through a few levels and search more carefully. Remember that garbage can on the second level?

# CAN YOU FACE THE DARK SIDE OF VIRTUAL REALITY?



## THE LAWNMOWER MAN™



*In the real world, you will battle CyberJobe's minions.*



*A seemingly normal office building becomes a den of nightmarish danger.*



*In the Virtual Worlds, you will encounter terrifying manifestations of Virtual Reality.*

As a movie, *The Lawnmower Man* exploded the limits of graphics technology. As a game, it will blow your mind with a dazzling blend of breathtaking 3D and blockbusting action. It all begins in the shadowy research agency known as 'The Shop'. Here, the brilliant scientist Dr. Angelo uses Jobe, a simple Lawnmower Man, as a guinea pig in his Virtual Reality experiment...and creates a monster, transforming him into the superhuman Cyber-Jobe who vows to dominate mankind. Now the race is on to destroy The Shop before CyberJobe can break out of their computer system and reach the global computer network, from which he will be able to control and manipulate the world's computers.

**Nothing can prepare you for the amazing world of virtual reality...**



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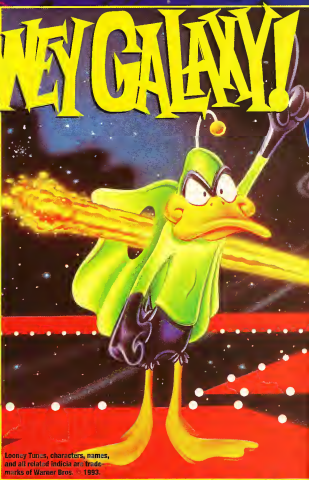
# ONE LOONEY GALAXY!

Jonathan Gagnon

**W**e need a hero who can keep Marvin the Martian from taking over the galaxy. We need a hero brave enough to risk his life for interstellar peace. We need a hero like — Daffy Duck?

That's right! In *Daffy Duck: The Marvin Missions*, based on the classic Looney Tunes cartoon "Duck Dodgers in the 24 1/2 Century," our favorite fowl stops at nothing to keep Marvin from kidnapping cosmic space ambassadors and blowing up Earth. But what is a hero without a trusty sidekick? Luckily, Porky Pig is on hand to h-h-help Daffy if the action gets too heated.

*The Marvin Missions* is 20 levels of nonstop action, wacky humor, and excellent graphics. You can choose from a bunch of weapons, and there are bonus items and secret rooms to uncover — not to mention a slew of bosses that each bring you one step closer to Marvin. This blast off is a blast!



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Sundance 11165 Knott Avenue, Cypress, CA 90630



Marvin can't accomplish his mission as long as you and Porky are on the case.



Watch out for glowing rocks in the wall — there's usually a monster lurking nearby.

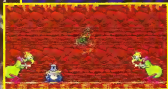


# Daffy Duck

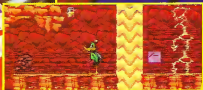
## THE MARVIN MISSIONS



Search around the Lava Lakes hotel for goodies — and excitement.



Use your natty attack against the helps this time.



This juice glass contains a healthy space-breakfast drink. But watch out for the rocks ahead.



There's a hole in the floor hidden by this stream of lava.

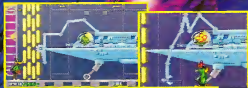


**SUNSOFT  
SUPER NES**



These Marvin helpers try to get you in a pickle. Try freezing one of them, then concentrate on the other.





When you face Marvin in his metal contraption, crouch h.u.r. and keep firing upward — but keep an eye on the metal claw's position and get out of the way if it comes near you.



Watch the water level — bombs float toward you.

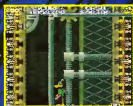
These dragons beat up the action. Concentrate on one so you don't get caught in a crossfire.



Move very, very slowly in the tube so you're not caught off guard. The puffer fish chases you if you're not careful.



Use the air bubbles to travel upward, but watch out for sneaky subs.



Quickly shoot at the gears to stop the walls from closing in.



This boss is tricky. Use your jetpack to get on the same level as Marvin — your shots will destroy him faster.



Duch — that electric ray hurts. Keep moving back and forth while shooting upward. When Marvin swoops down, jump over his ship.



Jump over the cannon shots, then wait until the electric door disappears to continue. Watch for signposts — they're continue points.



Sure the background's beautiful, but don't forget about the villains like the little guy below you.



This stubborn-looking chicken turns into a robot. Jump his shots, then return the favor.

# SUPER STAR THE EMPIRE STRIKES BACK WAR™



## Will You Accept the Challenge of a Jedi Knight?



Track a planet as fast as the  
Imperial in only a 300 flight unit!



Track incoming probe droids and Imperial  
Walkers on the ice planet Hoth!



From the cockpit of the X-wing, you'll  
experience the thrill of dogfighting with the  
Imperial Star Destroyer!

Pursued across the galaxy, you and your Rebel Forces now marshal new strength on the remote ice world of Hoth. Although tracked by probe droids, attacked by ice monsters, and confronted by an army of gigantic Imperial Walkers, you must not give in. You are the Alliance's only hope. Learn the ways of the Force, then test your skills in this fast-paced, action-packed sequel to the hit game, Super Star Wars.

Alternate between sideways scrolling, dizzying Mode 7 flight sequences and first person cockpit views. Experience the richness of a 12-megabit, interactive Star Wars universe, loaded with new enemies, exciting dialogue, movie sound effects, cool vehicles, and intense 3-D space battles. Join Luke Skywalker, Han Solo and Chewbacca in a continuation of their epic action/adventure in Super Empire Strikes Back.

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**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM™



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ENTERTAINMENT SYSTEM™

Product Information Number 146



# PLAY THE GREATEST ADV

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**This is first-person,  
in-your-face,  
eyeball-to-eyeball,  
full-motion 3-D  
action like  
you've never  
experienced  
before.**

### **JP in 3-D.**

**If the movie shook you, Jurassic Park  
for the Super NES will rip you apart.**

The Ocean logo, featuring the word "ocean" in a stylized, blue, bubbly font with a white outline, set against a dark blue background.

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San Jose, CA 95131  
408-954-0201



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Wait for the electric beam to disappear before progressing.



A nutty a11ack icon!



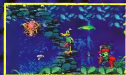
This machine looks mawing. Avoid the orange ball, and watch for a beam to form when the claws come together. Shoot at the bubble.



Planet Amazonius



Creatures on this planet are pratty nasty.



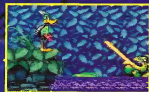
Take your time grabbing the gun — first kill the spider, then proceed.



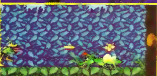
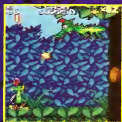
It takes a big leap — or some jetpack power — to get this extra life icon.



The queen ant has help from her army. Kill the ants, then shoot the spider. If she comes after you, jump, turn, and shoot.



Don't jump until the toad pulls in his tongue.



A flying dragon, how cute! — NOT. Watch his flying pattern as you shoot upward. Leap over him when he swoops.



This sub-boss drops spiders on you unless you shoot them in midair. Run back and forth while shooting up, and when the boss drops down, fire until it's on you, then jump.

Wow! This is one big boss. Hide in the holes while shooting upward. When he steps over, shoot the bottom of his tennis shoe. Keep moving from hole to hole until he's dead meat.





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Product Information Number 233



It's time to explore Mars.



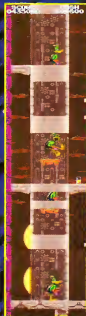
Daffy must hurry — everyone's lining up to see Earth destroyed.



Shoot, or be shot. These guys don't notice you until you start firing.



This guys sure has a lot of guns. Be sure to dodge his gunfire.



Use the elevator to get to different floors — but be careful where you get off.



What a big gun Marvin has! When he shoots, jump between the shots and the shell.



This guy looks familiar ... too bad you've got to blow him away.



It's just you and Marvin now. Run around those ledges while firing at him, but don't let him get close enough to run into you.



# Sunsoft's Looney Tunes

Sunsoft is to video-gaming what Goodyear is to race-car tires — both companies burn rubber to stay in front of the competition. Speed is key, and the Looney Tunes license is quickly putting Sunsoft at the front of the pack.

Sure, Sonic is synonymous with speed, but long before there were video games, the Looney Tunes characters were blazing new trails on the cartoon scene. In its second year of a five-year licensing agreement with Warner Brothers to use the Looney Tunes characters, Sunsoft has already released *The Roadrunner's Death Valley Rally* for Super NES, *Taz-Mania* for Super NES, and *Speedy Gonzales* for Game Boy. A SNES version of *Speedy* is expected in time for the 1994 holidays, but it could be ready as early as August or September.

"The hunger for video games south of the border is tremendous, and Speedy is definitely a south of the border kind of character," said David Siller, director of product development for Sunsoft.

Next up, however, is *Rabbit Rampage* for Super NES, which pits Elmer Fudd, Yosemite Sam, and the Tasmanian Devil against Bugs Bunny. The title is expected in January and will feature a lot of in-your-face, slapstick action — the type of humor that made Bugs Bunny famous.

Gamers will be glad to know that Wile E. Coyote gets another chance to stick a fork in the Roadrunner. This time, the cunning coyote even gets top billing — the name of the game is *Wile E.'s Revenge*. You can count on new Acme contraptions, too.

Sunsoft has also let *Game Players* know that it will be making another Tasmanian Devil title for SNES, and Taz will be making an appearance on Game Boy as well. These games are still in the early stages of development, so few details were available. Expect the games, however, for next year's holiday season.

"When we made the first Taz title for SNES," Siller says, "we wanted a game that moms, dads, and first-time gamers could enjoy, not just 12 to 13 year olds."

— Todd Mowatt

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GAME GEAR

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EDGE



# BILLIARDS 101

Rack 'Em Up with New Pool Games



Billy R. Moon

**M**andscape's *Championship Pool* and Data East's *Side Pocket* give all you Super NES-heads a chance to enter the exciting world of pool in a big way. One reason pool simulations have proved so popular is that most of them play much like the real-life game: You still must master the angles and spins, although you shoot the ball with a controller instead of a stick. But the tricks in the game are the same on a real table as a video-game one, so here's the official *Game Players Pool Primer*.

## Eight Ball



specify the ball you're trying to sink as well as the pocket.

Eight Ball is the standard game amateurs most enjoy playing. Two players or a team try to sink either the solids (balls one through seven) or stripes (balls nine through 15). Officially, each shot has to be called, you must



After you've pocketed all of your assigned balls, you must sink the eight ball to win the game.

## Nine Ball



In Nine Ball, you must hit the balls in numerical order, even if you don't sink them that way. For example, if the three ball is next in sequence, you could shoot at it with the intention of sinking the seven. The first person to pocket the nine ball wins.

## Cut Throat



Cut Throat is good to play when you have an odd number of players. Each is assigned a sequence of balls (i.e., one through five) and tries to pocket everything but his balls. The last player with balls left on the table wins.

**EVIL IN ITS BLACKEST FORM HAS**

**BEEN RELEASED UNTO THE WORLD.**

**AND THERE IS ONLY ONE WAY**

**TO RESTORE PERFECT ORDER.**

UNCOVER THE

MANA, THE WORLD'S LIFE FORCE,

HAS BEEN SCATTERED TO THE

SECRET

Of

FOUR WINDS, ONE WARRIOR MUST

UNDERTAKE A DANGEROUS TOUR

NEW TO RECAPTURE THE POWER.

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16 Megs of action, story, graphics, weapons and more, including: Eight levels of weapons and eight levels of spells

♣ Bigger characters and better animation ♣ More bosses

and enemies to wage battle against ♣ Extensive use of sophisticated modes and special effects, including smooth,

seamless flight animation ♣ Long game play ♣ Simultaneous

3-player capability ♣ Player's strategy manual and map ♣

Battery back-up that saves up to four different games. All of which adds up to an exciting new playing experience.

So what are you waiting for? Uncover the Secret today.



Summon your dragon and fly from one exotic land to the next in search of clues for Mana.

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Journey to colorful villages where you can buy special foods to restore your powers, or secret poises to overcome black magic.



A special rotary select feature lets you easily choose from among different weapons, tools or treasures.



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# Straight Pool



Here, you pocket the balls in any order, with each successful (and legal) shot counting as one point. The first player to reach an agreed-upon point goal is the victor.

# The Shots



The most basic pool shot involves a straight line between the cue ball, the object ball (the one you're aiming for), and the intended pocket. Give serious consideration — even on simple shots — to the power of your shot as well as the English you apply.



When the object ball isn't lined up between the cue ball and the intended pocket, try to

cut the ball. Aim the cue ball so it hits the object ball slightly off center. Cut the ball left, for example, by aiming at the right side of the object ball.



**English** describes the

various spins you can put on the cue ball by hitting it slightly off center. Hit the cue ball left of center, for instance, to cause it to spin right (clockwise) and curve slightly to the left. English makes the object ball curve noticeably in the opposite direction.



Here, using left spin in combination with a pretty severe cut enables you to sink the one ball in the bottom center pocket while

sending the cue ball spinning off to the right ball, sinking it in the upper right corner.



# Side Pocket



This combination of straight pool and Nine Ball is unique to the video-game world. Each board has a different rack (beginning arrangement) of a certain number of balls (which changes with each board). You should hit the balls in order, but if you can't, just sink as many as possible or use trick shots.



At the end of the game, you get points based on 1) the number of balls you sank in sequence, 2) the number sunk in a row, and 3) the number of trick shots you successfully completed.



A **combination shot** causes your object ball to hit another and send it hurtling toward a pocket. This kind of shot is especially useful in Nine Ball or in games where you must hit balls in order, but there's no hope of sinking the next ball in sequence.



The idea of a **bank shot** is to bounce the cue ball off a rail, causing it to hit your intended object ball. Use a bank shot when another ball is in the way of the one you want to hit.



Hitting the cue ball below the center point puts **draw** on it, causing it to bounce backward when it hits the object ball.



Use **side spin** to create some interesting effects on rail shots. Putting left spin on an otherwise straight rail shot causes the object ball to bounce to the right when it hits the rail. Since you're facing the rail, the ball comes back to your left. When you hit the object ball without taking out any glass bumpers.



Serious follow can be combined with left or right spin to create a masse shot. This player is aiming at the orange ball, but is hitting the cue ball in the top left corner. As you can see, the excessive spin makes the cue ball curve severely and miss the object ball entirely. Masse shots can be used to create otherwise impossible shots, as well as to impress the entire neighborhood.

Draw is usually used to set up the cue ball for the next shot, but you can also use it to sink other balls behind the first one. Here, use draw as you shoot at the one ball; the cue ball backs up and sinks the two ball.



Follow (top spin) is the opposite of draw. Hit the cue ball above center to make the cue ball follow the path of the object ball.



Hitting the cue ball toward the bottom causes the ball to hop off the table. Used in combination with a severe cut enables you to sink the ball without shattering any glass. Use this effect, too, to avoid balls that stand between you and the object ball.

Hitting the cue ball toward the bottom causes the ball to hop off the table. Used in combination with a severe cut enables you to sink the ball without shattering any glass. Use this effect, too, to avoid balls that stand between you and the object ball.

## Championship Pool

Mindscope, 60 Lovelorn Court, Novato, CA 94949

**C**hampionship Pool is best described as an electronic billiards simulator. Overall, it's rougher around the edges than *Side Pocket*, but it makes its case as the definitive simulation of the real game by providing you with just about every game-play option you could want, and then some!

Check out all the variations on the basic game on the main menu, and be sure to give the freestyle game a try. In freestyle, you're given a choice of racks, then cango from there. If you want a five-player version of 13 Ball with the stipulation that balls coming into contact with an orange ball before dropping in the pocket must be returned to the table, you can.

Aide from the sometimes awkward controls, *Championship Pool* is the perfect game for serious pool players who want to play at home without giving up floor space for a table.



Any pool game in the known universe can be played with this core.



*Championship Pool's* menus provide a ton of options, but it's annoying to flip to another screen just to use a little English.



The Zoom option allows up-close viewing of the action from practically any angle.

## Side Pocket

Data East, 1150 Little Orchard Street, San Jose, CA 95125

**S**ide Pocket is slicker than *Championship Pool* with excellent graphics of both the table and the balls that appear between rounds. The music and sound effects are equally impressive, particularly the crystal clear "presented by Data East" announcement that opens the game. The interface is also easier to handle than *Championship Pool's* intensive menu arrangement.

However, *Side Pocket* isn't really faithful to the game of pool. You can play two-player Nine Ball, but you're generally limited to the unique Side Pocket rules we described earlier. At the same time, the fast-paced game play, killer sound and graphics, and the overall Vegas feel make *Side Pocket* enjoyable for casual players.



Mere pool—or Vegas-inspired babefest? You decide.

The trick-shot game allows you to perfect all your pool-shark skills.



Sinking a ball in a teaching blue pocket nets a ton of bonus points.

# DRAGON'S LAIR



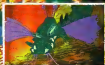
**This Knight's having a bad day...**

Daphne's missing, the Mud Men trashed your armor, the Shape Shifter's in your face, the Lizard King's a jerk and the dragon's all over you!

Now you're in control of Dirk the Daring, armed with a sword and an attitude. Slash your way through the castle of the dark wizard and rescue Princess Daphne from the clutches of Singe the Evil Dragon!

Awesome animation, explosive sound... it's all here directly from laser disc to Sega CD!

Lead on brave adventurer... your quest awaits.



Product Information Number 148



**ReadySoft Incorporated**  
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THE  
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T H E V I D



AVAILABLE FOR YOUR F



# AWESOME POSSUM

*A Marsupial with a*  
**MISSION**

**Tengen  
Genesis**

Doug Brunley

If environmentally conscious Vice President Al Gore is looking for a pet, then he should check into *Awesome Possum*. This ecologically correct crusader has taken it upon his rodent-like shoulders to rid the world of polluters — or rather, one polluter, his arch-nemesis, Dr. Machine. The evil doctor is trying to destroy the environment by sending out automated henchmen to spread trash. The robots also have specific orders to finish off a particular possum who's always getting in their way.

In *Awesome Possum*, you must lead the hairy hero through four worlds of three levels each, constantly picking up trash and eliminating robot foes. You get a new life every time you collect 50 bottles, papers, or cans, and there are power-ups (and fellow animals) that aid you in your quest.

Never — and we mean never — at a loss for words, *Awesome Possum* constantly spits out phrases such as, "I'll clean up this world ya!", "Take that, techno-freak!", and "You'll pollute no more." But fortunately for the player, you can reduce his molar-mouth or eliminate his comments entirely, letting you concentrate on getting past the legions of ecologically disastrous robots and Dr. Machine. It's a dirty job, but somebody has to do it.



# The Rain Forest

glass bottle



newspaper



aluminum  
can



recycle  
symbol



Collect 50 recyclables for an extra life. A recycle symbol equals ten items.



Hop a ride on amicable animals. The bee helps collect trash in the sky, and the rhino tramples everything in its path. Look for a manate ray and an Arctic bird in later levels.



When you run past a check-point sign, you can start at that point if you lose a life.



Jump on these real drums to launch yourself high into the air.

## Rain Forest Renegades



Awesome Possum won't be so awe-some if this chainsaw-wielding robot gets a hold of him.



These guys are usually trying to saw the limbs off trees, but sometimes they run along the ground trying to saw the limbs off you.



This flying gunman zaurus in on you from above and tries to finish you off with his fire-shooting weapon.



Flames, spear, and razor-sharp blades combine to make this boss an incredible threat to your hairy little body.

## Deadly Devices



These machines take away your life in a hurry if you linger too long. You can destroy everything but the bear trap, but it's easier — and safer — to avoid them.



# Possum Power-Ups

The *mega-jump* allows you to hop much higher than normal, and you immediately spin when you jump, which makes defeating foes much easier.



Extra health fully restores your fitness.



Extra life naturally adds one extra life to your total.



The winged "B" lets you go to a bonus round when you complete the current level.

Besides extra health, there's one extra life in the bottom of this pit — but you'd better dodge the drums on the way down.



If you stand in one place too long, Awesome Possam shows his intelligence

little talent — by picking out his juggling balls.



The mega-speed gives you incredible velocity. When combined with the mega-jump, you're one powerful possum.



Despite his constant activity, Awesome Possam finds the energy for a joyous dance when he reaches the finish line.



# Recycle This, Machine!



In the later stages: go visit the Sea Caverns, the Arctic Garden, and Dr. Machine's Domain. Then, at last, Awesome Possam cleans up Dr. Machine himself.



# Pop Quiz

IF LOCKING CONTINUES AT CURRENT RATES, ALL UNPROTECTED ANIMALS WILL BE EXTINCT BY THE YEAR \_\_\_\_\_  
 BY 20 YEARS  
 BY 200 YEARS  
 BY 2000 YEARS



HOW MANY BROWN CATS DOES IT TAKE TO GET A MATH 7000 GC DEC ANSWER?  
 0  
 1  
 2  
 3



There's a short environmental quiz between each level. Each question has three answers from which to choose. — answer correctly and receive 10,000 bonus points. Fortunately there's no penalty for incorrect answers ... other than some nasty looks from the other animals.



Dive, soar, strike,  
twirl, pitch, burn,  
act, react, fire,  
flatten, shatter,  
tangle, swoop,  
land, chase, escape.



Actual screens may vary.

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Product Information Number 221

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drive it  
as fast as  
possible.  
And laugh  
in the face of  
authority.



*{ Just don't cry when  
you're sharing a cell  
with a big fat guy who  
picks his nose. }*



Break all kinds of laws in one of four European Racers. Integrated video clips give tips on equipment and weather conditions while you try to outrun the cops and race on four different tracks. 3-D animated instructions help you build a model of your car so you can remember what it looks like after you wrap it around a guard rail. Available for IBM on CD-ROM and Sega CD.™



**The model makes the game better. The game makes the model better.™**

EUROPEAN  
RACERS



The game has tons of cool video clips just like this one. Only different.



Product Information Number 136

# GOLDIERS OF FORTUNE

JEFF LUNDRIGAN



**T**

he world has been thrown into chaos. Men have been changed into wolves, buildings have sunk into the sand, and mutant beasts roam free. People have abandoned cities to seek refuge in the countryside, hiding like animals. Armies begin to loot and pillage.

From a remote corner of England, Baron Fortesque watches the confusion. The power-hungry autocrat has forced a scientist to create a Chaos Engine to throw the world into flux. But without warning, the machine imprisons Baron Fortesque and transforms him into a horrid beast. Meanwhile, the machine continues to alter time and space.

Enter the Soldiers of Fortune, mercenaries who each possess a special ability. You choose two from the six at your disposal, then send them into the baron's estate to destroy the machine. One highly recommended strategy: Go it alone. Enter a two-player game, kill off the second character, then collect all the money for yourself.

*Soldiers of Fortune* is a title like *Gauntlet*... without even that much excitement. The graphics are fine, and there are some interesting puzzles and other secret stuff, but the game's control leaves something to be desired. You usually wind up being more frustrated than challenged. On the other hand, if you can play with a friend, you could do worse than *Soldiers of Fortune*.

## The Z-Team



**Brigand:** One of the two most balanced characters, you can't go wrong using him or the

Mercenary — they're average at everything, although Brigand is better looking.



**Gentleman:** Like the Scientist's gun, Gentleman's flamer passes through monsters, so a

single burst can injure more than one. His map is useful if you're on a level for the first time.



**Mercenary:** Tactically, the only difference between the Brigand and the Mercenary is

each man's special power-up. The Mercenary's first-aid kit comes in mighty handy by the time you get it.



**Navvie:** If you go it alone and kill off your second character, either Navvie or the Thug

would be your character of choice. He's slow, but very powerful.



**Scientist:** Like the Gentleman, his lightning gun does all its damage in one shot — and you can't block his gun or

the flamer either. Other characters' damage is divided among each bullet from their multi-shot weapons and can be blocked.



**Thug:** Sure, he's dumber than a crowbar and twice as ugly, but he also has the most

powerful weapon and the longest life meter. You don't get a trenchcoat or trendy ponytail, but you survive.

## Statistics

| Character | Weapon      | Start Damage | Max. Damage | Bullets |
|-----------|-------------|--------------|-------------|---------|
| Brigand   | Rifle       | 7            | 36          | 4       |
| Mercenary | Gatling Gun | 6            | 36          | 6       |
| Gentleman | Flamer      | 5            | 30          | 2       |
| Scientist | Lightning   | 6            | 27          | 1       |
| Navie     | Cannon      | 8            | 44          | 4       |
| Thug      | Shotgun     | 8            | 49          | 7       |

| Character | Health | Max Health | Speed | Max Speed |
|-----------|--------|------------|-------|-----------|
| Brigand   | 25     | 85         | 6     | 8         |
| Mercenary | 25     | 85         | 6     | 8         |
| Gentleman | 20     | 70         | 7     | 10        |
| Scientist | 20     | 70         | 7     | 10        |
| Navie     | 30     | 100        | 6     | 8         |
| Thug      | 30     | 100        | 6     | 8         |

## Level 2: Mud Rivers



When you get to the set of silver keys at point 1, watch out for the fast frogs across the bridge. Notice the Golem guarding the keys at point 2 can be safely shot from the main island. A gold key, a silver key, and a DZT are at area 3. The gold key opens the bonus area to the southeast, the silver key, the path to the west.

When you reach the bridge at 4 you can grab the gold key and head back north, or leave and continue south. Each route has a node, and it's impossible to activate them both. North is a little tougher, but also has more bonus items.

To activate the last node at 5, either drop a bomb into the pit or grab the gold key to the east. The Golem that comes out of the pit moves extremely fast for a guy made out of stone.



## World 1: The Forest



Zap the first node to reveal a set of silver keys at point 1, then grab the set of gold keys to get into the bonus area at point 2. Also, watch out for the Stone Golem guarding the nodes at the exit — he takes more than one shot to kill.



## Level 3: Rings

Take the south road at 1, then kill all the monsters along the north route to open the path to the gold key. Be sure to kill the Lobber to the left of the stairs at 2 to open the bonus area to the north. You're surrounded by Chaos Beetles at 3 — grab the dynamite to destroy them, then watch out for frogs as you get the gold rings.

Be on the lookout for a face on one of the columns after getting the gold key at 4 — it opens the bonus area to the east.

The ring at 5 moves the silver keys from the top of the rock. The last of the six gold keys in this level is at point 7. It opens exit B to a bonus area on the next level; you can reach it only if you have all the gold keys.



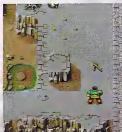


## Level 4: The Rockies



Exit B in level 3 leads to the southeast corner bonus area here. Shoot the block at 1 to open a path to the bonus items on the northern wall — but you miss the rest of the level if you go that way. The cave at point 2 looks dangerous, but it teleports you to the bonus area in the southwest.

The node in the pit at 3 can be activated either by dropping a bomb down there or grabbing the node-activator icon. Keep moving if you use the icon — a whole crowd of Lobbers starts dropping stuff on you! You can shoot either of the two blocks at 4, but not both. The one to the right holds a gold key that opens stairs to the bonus area behind you.



## Really Nasty Nasties



**Muscle Hulk** — Native to the maze. Dangerous and dumb.



**Beast** — Fast, hard to kill ... your basic nightmare.



**Tiny Fireguy** — Small, hard to kill, breathes fire. OK?



**Giant Lobber** — It can't hit you if you're close.



**Granite Golem** — Tougher than the average Golem.



**Robot Dirt Devil** — Well, anyway, they spin.



**Glider** — You can't destroy these. Get by with timing.



**Black Blob** — It explodes when you shoot it.



**Turret** — Technology's answer to the Spitting Swamp Plant.



**Two-Legged Toad** — Can jump onto walls, so watch out!



**Spider** — Look for their nests and destroy them or they won't stop coming.



**Chaos Barbell** — Don't ask us, we just work here.



**Robot Jumper** — These can also hop over (or on top of) just about anything.



**Robot Spider** — They're robots, so they don't need a nest.



**Dirt Devil** — Not the handy appliance!



**Sewer Monster** — It's shooting at me, and it doesn't have a head!



**Three-Fingered Hand** — Moves well considering it has no feet.



**Skull** — Don't be fooled just because it looks like a wall decoration.



**Launcher** — Later, they shoot homing missiles. No lie.



**Tiny Lizard** — They move really fast.



**Chaos Tank** — They're about as bad as things get.

# THE ONLY THING WE LEFT OUT WAS THE COOLER OF GATORADE

THIRSTY QUENCHER



WHAT A WONDERFUL PLAY!

▲ Frank Gifford calls the every down.



60-02

2:12

1P-POWER >  
2P-POWER >

▲ Power Play mode zooms in tight on all the action.



SAN FRAN. 14:17 BUFFALO  
1P-OFFENSE 0 0 2P-DEFENSE

POWER 20  
POWER 21  
2 QTR 3 DOWN 15 BALL ON 41

▲ Run a variety of offensive and defensive plays.



FD-19 4:30

▲ Try not to fumble as you plow down a mud-slicked or ice-packed field.



**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

Official Nintendo Seal of Quality

Official Nintendo Seal of Quality



## SO REAL IT HURTS

Now you can enjoy ABC's Monday Night Football any night of the week. Our hard-hitting graphics and play-by-play sound bring every grunt and groan of the game to life. You get all 28 teams and a massive pro-designed playbook. Plus, with our incredible "Power Play" feature, you can zoom in tight on the action and review it all on instant replay. Frank Gifford calls every down, so catch all the bone-crushing action on ABC's Monday Night Football anytime.



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Product Information Number 130

# GET A MAJOR

# CLAY FIGHTER™

# TAFFY

**ULTRA  
TURBO**  
& HEAD TO HEAD  
FIGHTING  
ACTION



Nintendo

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# SUGAR RUSH!

This guy's no sweet-tempered sissy. He's Taffy—a simple glob of salt-water taffy, turned into a mean-spirited ball of solid sugar. And he's ready to whack, snap and punch any other Clay Fighter that gets in his way.

## Thank You Card

Dear wonderful parent,  
Thanks for being so nice and ultra-cool and generous, and for caring enough that you don't want me playing games that have all kinds of blood and stuff. So if you want to get me Interplay's SNES game "Clay Fighter" (no blood and stuff, but lots of laughs) for the holidays, that would be O.K. with me. Did I say you were awesome, too?  
Your loving kid,



The rush is on to get in on all of the hilarious fighting power of Clay Fighter. Because if you take your sweet time, you might miss all the fun!

*Interplay™*

© 1992 Interplay, Irvine, CA 92714

Cut here and give to parent



Product Information Number 182

LJN  
Remains...

LJN/GAME BOY

71 Audrey Avenue;  
Oyster Bay, New York  
11771

WE  
**KING  
OF THE  
RING**

Jonathan Gagnon

It can be just a little nerve-racking to face one of wrestling's most grueling and brutal events. It's an event that determines the strongest, fiercest, meanest wrestler ever — it's *King of the Ring*.

This Game Boy action title has only one purpose: to pit wrestler against wrestler, man against man, beast against beast — with no holds barred. So who's it going to be? Are you going to play as 6'8" Hulk Hogan? Massive Yokozuna? How about "Hit Man" Bret Hart? It doesn't matter because there are a tons of giants from which to choose, including one you can create from scratch.

Besides the King of the Ring tournament, this game offers one-on-one matches, tag-team bouts, and the World Wrestling Federation Championship Belt tournament in which you battle seven opponents.

So are you a king ... or a wimp? If your heart races at the sight of a beautiful body slam or a textbook pin, then *King of the Ring* is your key to hours of fun.

You have a lot of characters from which to choose — select the one that best suits your fighting style.



Bret "Hit Man" Hart™

Height: 6' 8"  
Weight: 234  
Speed:   
Strength:   
Stamina:



The Narcissist  
Lex Luger™

Height: 6' 6"  
Weight: 275  
Speed:   
Strength:   
Stamina:



Shawn Michaels™

Height: 6' 0"  
Weight: 234  
Speed:   
Strength:   
Stamina:



Mr. Perfect™

Height: 6' 4"  
Weight: 254  
Speed:   
Strength:   
Stamina:



Razor Ramon™

Height: 6' 7"  
Weight: 262  
Speed:   
Strength:   
Stamina:

WWF MOVES



punch



kick



stomp



elbow-drop



flying drop-kick



head-butt



body slam



suplex throw



throw



turnbuckle move



pin



flying elbow-drop



clothesline



hip-toss

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**Macho Man Randy Savage™**  
 He ight: 6' 3"  
 He ight: 237  
 Speed: █  
 Strength: █  
 Stamina: █



**Yokozuna™**  
 He ight: 6' 5"  
 He ight: 505  
 Speed: █  
 Strength: █  
 Stamina: █



**Hulk Hogan™**  
 He ight: 6' 8"  
 He ight: 275  
 Speed: █  
 Strength: █  
 Stamina: █



**YOU**  
 He ight: 6' 0"  
 He ight: 250  
 Speed: █  
 Strength: █  
 Stamina: █



Make that tag when you're feeling weak.



Take advantage of your opponent when he's on the ground with a stomp or elbow-drop.



Bret Hart desperately wants that pin—but he'd better wait until his opponent's energy is low.



Lex Luger knows that quick punches are an easy way to get a competitor's energy meter down.

The flying jump-kick takes timing, but when it's executed correctly, it works wonders in lowering your opponent's energy.



If you learn to use the turnbuckle to your advantage, you're ready to go all the way.



Jump out of the ring and grapple with your opponent until his count is near ten, then quickly jump back in for a quick victory. Don't get caught outside—it could mean a double disqualification.



Shawn Michaels uses a classic body-slam on Razor Ramon.



Check out the brackets to see the matchups in the King of the Ring tournament.

Come one, come all — here's the tournament match between Lex Luger and Randy Savage.

Tournament Match

6 of 7



LEX LUGER

vs.

RANDY SAVAGE



Randy Savage performs a beautiful elbow-drop on his opponent.



There's nothing like a suplex to make your opponent go to sleep.



When you're playing on the hardest mode, use a combination of flying drop-kicks and turnbuckle moves to weaken your foe. When his energy's low enough, grapple with him to perform other moves.



If you get trapped in a corner, hop out of the ring, then come back in a different position.



Randy Savage's going for that elusive pin.



3

RANDY SAVAGE

MR. PERFECT

Randy! Randy! He's now King of the Ring.



Congratulations to the new King of the Ring

GP





## SEGA OF AMERICA GAME GEAR

130 Shoreline Drive,  
Redwood City, CA  
94065



The main illustration shows Tom the cat on the right, looking surprised with his mouth open. Jerry the mouse is on the left, running away from Tom. In the background, there's a red brick building, a bomb with a lit fuse, and a red apple. The title 'Playing TOM and Jerry' is written in a large, stylized font across the center. 'Playing' is in blue script, 'TOM' is in large grey block letters, 'and' is in blue script, and 'Jerry' is in large orange block letters.

# Playing TOM and Jerry

Billy R. Moon

Although *Tom and Jerry: The Movie* is obviously adapted from last summer's cartoon feature — in which cat and mouse finally joined together to destroy a third enemy — it seems more firmly rooted in the original cat-bash-mouse adventures. Sure, the game opens with a storyline in which Tom tries to beat Jerry to an old treasure chest, but the plot is just an excuse for the sort of senseless violence kids expect on Saturday morning TV.

But the game designers realized something the movie's producers now wish they'd caught on to: Senseless violence is exactly what gamers want. We don't need to hear Tom and Jerry speak — we just want to see them chasing each other like maniacs. We don't want a story — we just want to see Tom blown to smithereens.

*Tom and Jerry* succeeds in capturing that Saturday morning spirit in a couple of ways. First of all, the graphics (although not necessarily the animation) actually look like cartoon fare. Secondly, the whole game is just a hectic cat and mouse chase. Although it's pretty violent, Tom returns unscathed after every explosion or other near-death experience.

Unfortunately, the traps and pitfalls show a general lack of creativity. Bombs and land mines are cool in themselves, but an occasional "tail in the electrical socket" trap would be appreciated. Even more importantly, the game player plays Tom the hapless instead of Jerry the cunning. While you may get some satisfaction out of turning Jerry into Cat Chow (although not as much as watching, say, the Roadrunner get his), it seems ridiculous that the game would be the exact opposite of the cartoon.



Tom has a chance to uncover ancient treasure — but he must beat Jerry to it!

The pounce (B button) is helpful as you move from platform to platform. In general, however, use it only if you have a clear shot at nabbing Jerry.



Since Tom doesn't have any real weapons, he spends most of his time avoiding traps Jerry's set for him. You can clear most obstacles with a normal jump (the A button).





Push Down to duck, enabling Tom to avoid the bouncing soccer balls.



You can avoid a lot of unnecessary hassles by staying on high platforms and walking safely over Jerry's attacks.



Take advantage of the time to pass over nearby spikes.

If you do get hit, you're invincible for a few seconds.



Refill your energy with heart containers.



One of Jerry's two basic attacks is laying lead mines. Tom can either jump over these or simply wait for them to explode.

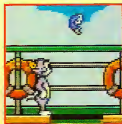


Jerry can also toss bombs backward. If you're far enough behind, you can stop before the bomb reaches you.

## Other Enemies



Brooms move back for a few seconds, then briefly stop. You can pass them safely as long as they aren't moving.



Tom's biggest obstacles in level 3 are flying fish that keep jumping in his way. Use the normal jump as soon as they hit the water.

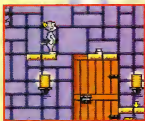


Keep running when you reach the cannons. Most of them fire harmlessly over your head — unless you stop.



The mushrooms in the level-4 forest are particularly dangerous because they create a spread-fire effect. To avoid getting hit, run to the mushrooms' original position, allowing the debris to fall on either side.





You've got to hit the correct switches at the correct times to survive the final level. Make a wrong move, and you're prevented from grabbing much-needed heart jars.

## Bonus Games



first is a Pac-Manish maze filled with hearts. The bigger the heart, the more energy you get. Catch Jerry before time runs out, and your meter grows by one heart.



In the second bonus game, Jerry moves from window to window, randomly tossing hearts and explosives. If you collect enough hearts before you overdo it with explosives, your energy meter is filled and expanded by one heart.



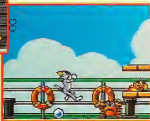
## Level Bosses



If you don't catch Jerry before he finishes a level, you must face a boss. The first is a bulldog that guards Jerry. Lure him into the hole to the left, then jump over it to nab Jerry.



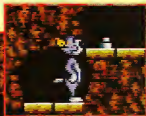
When these two crows attack in level two, they come at your head from either direction. Duck to avoid them, then pounce on Jerry quickly before they attack again.



The third boss is nasty crustacean that spews pearls. Jump or duck to avoid a pearl missile, then do the opposite when it ricochets off the left wall. If you avoid its blow, it blasts the crab instead — five hits, and he's outta there.



Evil bats swarm around your head after the fourth level. Try to avoid them as you make your way toward the upper left corner. The switch there controls the platform over Jerry's head. Flip the switch, then head back down — you're home free.



The final boss is a skull-tossing snake. Use the tried-and-true crustacean strategy, but be prepared to dodge skulls that fall from the ceiling, too.

# FASTER THAN A SPEEDING BULLET... NOT!

# PUGGSY™



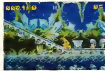
You've played these games, you know the score: First there were rapid rodents, then came the manic mammals and now we've got frantic felines. You know you've got the moves to shred the rest, it's time to add brains to your arsenal. Meet Puggsy, he's a goofy little alien with a laid back attitude all his own. But he's in a terrible jam. While catching rays on some random planet, the local bad guys scooped his spaceship. Now he's on a frenzied search through a puzzling alien world; and, as we know, extra terrestrials can't get home without their ride.

Puggsy takes you through 50 plus

levels of play, filled with secret rooms, hidden levels and 'Easter eggs'. With Total Object Interaction™ (TOI™) Puggsy

actually uses his arms (no rodent's ever done that) to control forty different objects, solving puzzles and zapping over one hundred different alien creatures, as he waddles his way through seventeen bizarre lands. With a multitude of sound FX and tunes, Puggsy takes you on an adventure that's endlessly entertaining.

If you can't find this game at your favorite retailer call (800) 433-7794 (GET PUGGY) to order your copy today.



**Psygnosis**  
675 Massachusetts Ave  
Cambridge, MA 02139  
(617) 491-7794

# Special Preview: The Jungle Book

Virgin Interactive  
Super NES



Doug Brumley

After dominating the movie and video industry with its recent hits-turned instant classics *Beauty and the Beast* and *Aladdin*, Disney is now trying to make its mark in the video game industry.

Virgin Interactive has opened up the Disney video vault and used its video gaming know-how to produce an SNES cart of an earlier Disney animated classic, *The Jungle Book*. In the game, young Mowgli explores various levels, collecting fruits and gems. Along the way, monkeys, snakes, and other unfriendly animals try to slow Mowgli's progress. Fortunately, there are also friendlier members of the animal kingdom that aid the young boy throughout his journey.

*Game Players* got a sneak peek at an early, unfinished version of *The Jungle Book*, and although some aspects of the game may change before it hits the shelves, here's a preview of this hot new game.

Virgin Interactive; 18061 Fitch Avenue; Irvine, CA 92714



# Life on the Vine



Collect gems and fruit for points.



Mowgli can climb and swing on vines to reach higher platforms and suspended items.

© Disney



# Fruit Punch

Grab a bunch of bananas to earn Banana Power, then fire them at monkeys and other foes for hearts to increase your health.



Power, then fire them at monkeys and other foes for hearts to increase your health.

If you're up against a monkey and you don't have any bananas, get the critter out of your way by jumping on top of him. You save your life, but you don't earn any hearts.



# It's a Jungle Out There



Flag-waving elephants mark progress checkpoints. Once you pass one, you restart from that point if you lose a life.



These coiled rattlers spring Mowgli up to higher vines or platforms.



Watch out for the venom-spitting cobra. A couple of bananas finish him off.



Floating leaves serve as an elevator for Mowgli, and these pacing parrots transport him over large open areas.



A lot of items are hidden, so keep a lookout for entrances to secret areas. You just may find a precious extra life.



Beware the thorny bushes — look above them for swinging vines to help you get across safely.



These huge boulders roll toward you when you get close to them. A well-timed jump helps you pass by.



Don't waste any time on these old bridges — they crumble beneath your feet as soon as you stop on them.



You get the hook when you run out of hearts.



GP

These prickly little pests give you sore feet — and they take a hook off your health meter.



# Konami just took your



It's time for a change of scenery as Konami takes the TV style adventures of The Turtles, the Tiny Toon Adventures characters and Batman. The Animated Series to Game Boy. With no commercials!

## Teenage Mutant Ninja Turtles III — Radical

*Rescue* pits the sewer crew against Cyber Shredder, a heinous, bulking cyborg. But first Mike must use a Fortress Map of Shredder's hideout to find the rest of the captured fab four. Luckily, each Turtle has a new special skill for surviving the action. Locate ID cards, keys and power ups in 5 rescue adventures crammed with creeps like Dirtbag, Scratch and Scale Tail.

*Batman — The Animated Series* is 5 original game episodes of sizzling crime fighting action, each capturing the gritty, urban heroics of the hit TV series. Strategically use *Batman's* grappling hook and *Robin's* ceiling grip to survive the onslaught and escape certain doom. In episodes like "The Green Menace" and "The Chill of a Lifetime" you'll suffer the sting of *Catwoman's* claw, the icy burn of *Mr. Freeze's* frost gun, and *The Joker's* sick sense of humor. Sinister fiends like *The Penguin*, *The Riddler* and other *Gotham City* goons are also out to make this the *Dark Knight's* darkest day.

*Tiny Toon Adventures 2 — Montana's Movie Madness* premieres 4 freaky films directed by that Bad Boy of the Box Office, Montana Max. And he's cast Buster Bunny as the villain! Buster must use new attack moves like the Fast Dash and Freeze Kick to defend his character. Buster's screen test includes action packed scenes in a classic western, a samurai saga, a sci-fi thriller, a creature feature and cool subgames. Ultimately, Buster talks on Max himself and tries to drop the curtain on his movie career.

**KONAMI**



# favorite shows off TV.



**Konami Game Hint and Tip Line:**  
1-900-898-HINT (4466), 70¢ per  
minute charge. Minors must have  
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Touch-tone phone required.

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Product Information Number 210

# TIME KILLERS

THQ/Genesis

Doug Brumley

## The Arcade Hit Comes Home

If you want to waste a little time, plop down in front of TV or grab the latest comic book. But if you want to *kill* time, pick up *Time Killers*, THQ's translation of the coin-op hit. The characters are smaller and the graphics have suffered a little in its journey from the arcade, but little else differs.

For those of you who don't know the routine, here's the story: Blood flows and limbs fly in *Time Killers*, which pits eight warriors from throughout the ages in one-on-one matchups. The eras range from 20,000 B.C. to A.D. 4002, and battle-axes, chainsaws, and photon blades are among the welded weapons. Just make sure you're not on the wrong end of these weapons or you'll find out what fighting someone with one arm tied behind your back is like. The only difference is that your arm won't be tied—it'll be gone!

As with all good (or bad) fighting games, *Time Killers* lets you pound your friends in a two-player match. You can also take the one-player quest for immortality by facing all seven opponents, then a final battle with Death. Defeat Death and live forever.

## Get Ready to Rumm-ble!

## Meet the Combatants



Thugg the caveman possesses brute strength and incredible agility. In addition to his stone axe, Thugg can spit on his opponents or jump-kick them. This guy can really throw his weight around.



The health meter displays the damage each character has taken. The combatant in the worst shape has a red meter.

You must win two of three matches to defeat your opponent. Skulls reflect the number of wins each character has.



Time is of the essence—you have only 90 seconds to defeat, or at least dominate, your opponent. When the timer hits zero, the character with the least damage wins.



Name: Thugg  
Origin: Mesopotamia  
Era: 20,000 B.C.  
Height: 6'9"  
Weight: 325 lbs.  
Weapon: stone axe  
Special Move: Blood Chop



Leaf combines sheer power with masterful use of the battle axe to defeat his enemies. His spinning axe-attack quickly grinds up his foes, and his powerful Berserker swing finishes them off.



Name: Leaf  
Origin: Hordaland, Norway  
Era: A.D. 829  
Height: 6'7"  
Weight: 284 lbs.  
Weapon: battle axe  
Special Move: Berserker

The Dark Knight fights to save Gotham City from its deadliest enemy



**MASK OF THE PHANTASM™**  
**BATMAN**  
THE ANIMATED MOVIE

Co-Producers ALAN BURNETT, ERIC  
COPPELSON & GARY CLOONEY  
Executive Producer JAMES VAN HANNE

Produced by MICHAEL USLAN



**COMING THIS HOLIDAY SEASON TO THEATRES EVERYWHERE**

Product Information Number 150



**Name:** Lord Wolf  
**Origin:** Camelot, England  
**Era:** A.D. 1202  
**Height:** 6'2"  
**Weight:** 235 lbs.  
**Weapon:** broadsword  
**Special Move:** Flying Guillotine

Lord Wolf wastes no time using his sword to remove an arm or two. The knight can also power-up his sword to fire a projectile, and his Flying Guillotine maneuver speaks for itself.



Rancid is a loner who keeps a chainsaw on the ready and has the attitude to back it up. His attacks are deadly—especially when he gets the chainsaw swinging while his foe's guard is down.



**Name:** Rancid  
**Origin:** New Chicago, USA  
**Era:** A.D. 2024  
**Height:** 6'6"  
**Weight:** 261 lbs.  
**Weapon:** chainsaw  
**Special Move:** Head Shred



Matrix has what's possibly the best attack combination of all: a photon blade and bionic arm. Her Photon Fury resembles an electric carving knife... make sure you're not the turkey.



**Name:** Matrix  
**Origin:** Mens Colony A-7, Sector 709  
**Era:** A.D. 3257  
**Height:** 5'10"  
**Weight:** 133 lbs.  
**Weapon:** photon blade  
**Special Move:** Photon Fury

## Dazed and Confused



If you've pummeled your opponents sufficiently, they fall into a stupor. Once the star appears overhead, your foe is helpless for a period of time. Quickly close in and use your character's special attack (press A, B, and C). A word of caution: If you have a queasy stomach, shield your eyes for this part.



**Name:** Mantazz  
**Origin:** Unknown  
**Era:** A.D. 4002  
**Height:** 7'2"  
**Weight:** 187 lbs.  
**Weapon:** serrated forearm  
**Special Move:** Secure Slice



**Name:** Musashi  
**Origin:** Nagashima, Japan  
**Era:** A.D. 1455  
**Height:** 5'11"  
**Weight:** 167 lbs.  
**Weapon:** katana, daito  
**Special Move:** Dragon's Bite

Musashi, a samurai warrior, must rely on speed and agility to compensate for his lack of size. He can dance around his competitor while scoring hits with his katana and daito weapons.



A collection of wild moves makes Orion (ACU, Inc.) his. His ability to change directions in mid-air keeps opponents guessing, until they feel the wash of his electric sabre.



**Name:** Orion  
**Origin:** Alpha Labs  
**Orbital Outpost:** M-X29  
**Era:** A.D. 2895  
**Height:** 6'  
**Weight:** 175 lbs.  
**Weapon:** electric sabre  
**Special Move:** Satellite Slash



This Mantazz creature sports razor-sharp forearms that easily rip apart flesh. Its Secure Slice, with spinning blades, puts a quick end to any battle if used at the right time.



# WAGE DEADLY ATTACKS TO KILLER TECHNO TRACKS



It's hypersonic battle action with a mind-blowing techno beat as you jockey to out-manuever, out-think and out-gun the gruesome mutant BioMetal race and destroy its virulent breeder colony. Bristling with hostility and awesome firepower,

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cutting-edge techno tracks composed by the world renown techno group 2 Unlimited, it's all-out combat through five hellacious levels in lethal alien worlds.

With six powerful "switch-on-the-fly" weapon systems, including the radical G.A.M. offensive-defensive shield, you waste wave after wave of relentless and evil marauding mutants.



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As Seen in GamePro Magazine

fast as you fire...and conserve valuable energy for the final confrontation. Blasting away to hot,

## ACTIVISION

BioMetal: the 22nd century's epic battle for survival. It's meltdown intensity on SNES now.

BIOMETAL IS FOR YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. TO ORDER: SEE YOUR LOCAL RETAILER OR CALL 1-800-477-3650.

Product Information Number 104

# SILPHEED

Doug Brunley

Things were running smoothly throughout the galaxy — until one day... In the year 3076 A.D., planets far from our Solar System are linked by the Earth-based galactic network computer system known as "Grayzon." The network is protected by an unmanned battlefleet set up by the Galactic Federation Force. But when the fleet suddenly attacks the colonies, the GFF realizes that an evil force has taken control of Grayzon.

Pilots scramble to try to rescue Earth from evil hands — and that's where you come in. Your mission, should you decide to accept it, is to pilot an SA-77 "Silpheed" fighter spacecraft to Earth (a 64 light-year journey), defeating evil forces along the way and returning order to the Milky Way.

Silpheed is translated from the popular PC shooter — and we mean "shooter." Consider yourself fortunate if your control pad has an auto-fire feature. You won't want to let up on the fire button until Earth's back in friendly hands.

## Open Sesame

Shoot Item Carriers to reveal power-ups such as shield repairs and bonus points.



## The Payoff



**Bonus 1:**  
Increases your score by 1,000-5,000 points.



**Bonus 2:**  
Increases your score by more than 10,000 points.



**Shield 1:**  
Repairs your shield by one unit.



**Shield 2:**  
Repairs your shield by two units.

## Choose Your Weapon



You can upgrade your Silpheed after each stage — increasing left- and right-side main weapons as well as optional weapons fired from underneath the ship. Choose your optional weapons wisely — one may be more effective in a particular stage than the rest, and when you use an optional weapon in one stage, you can't use it in the next — or ever until you've picked up enough points to earn it again.



**Shield 3:**  
Repairs your shield by three units.



**All Repair:**  
Fully repairs your shield.



**Energy Up:**  
Increases your option energy.



**Destroy:**  
Destroys on-screen enemies.



**Invincible:**  
Gives your Silpheed temporary invincibility.

## Main Weapons



The Forward Beam, naturally, fires forward. Your craft is equipped with this at the beginning of the game.



The Phalanx Beam fires forward in a V-shaped pattern.



The Wide Beam fires in a 120-degree area to the right or left. It's very advantageous against enemies that attack from the rear and sides.



Auto-Aiming automatically tracks and fires at enemies.



## Optional Weapons



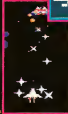
The **Freefall Bomb** forms a series of bombs as they fly off your ship that inflicts damage on enemy ships and destroys normal enemy fire.



three shots of normal enemy fire or one direct collision with an enemy craft.



The **EM Defense System (EMDS)** forms a circular barrier around you that can withstand



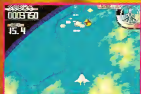
A **Photon Torpedo** launches eight enemy-seeking missiles at enemies.



The **Anti-Matter Bomb** fires a bomb straight ahead which, if it hits an enemy, causes a chain reaction — and major damage.



## Stage 1



Shoot **Item Carriers** to get the goodies inside — but don't put yourself in jeopardy by going after the bonuses.



Even though an ally's battleship is being blown to bits below you, concentrate on wiping out the attacking enemies.



The first boss is a piece of cake: Attack hard while avoiding the projectiles it shoots at you.

## Stage 2

Stage 2 is set in an asteroid field — as if you didn't have enough to worry about with enemies buzzing and shooting you.



Laser blasts break huge asteroids into thousands of tiny pieces. Use evasive maneuvers to avoid slamming into the asteroid's remnants.

**Bees 2** resembles a stealth fighter — it launches missiles at you, too. Stay above him if you have wide beams, inflicting damage from



out of harm's way.

## Stage 3



These pairs of blocks crush you flat if you don't take them out. Stay near the bottom

middle as they approach. When the first pair's about to converge, press and hold-Up, let these pair converge, then avoid the fourth pair by pressing Down as it's about to meet.



You can easily dodge this craft's semi-circle of bullets, and your weapons take care of its diamond-shaped blasts. When it's destroyed, you advance to the battleship bridge — and a swarm of enemies.



When you're flying over the craft's bridge, it's more important to dodge artillery than it is to destroy enemy ships — and remember that running into walls causes damage, too. You face three laser-cannons at the end; the middle one fires first, then the one on the side where your ship is, then the opposite side, then the middle again.



## Stage 4



This line of laser-cannons tries to pick you off as you turn the corner. Line up between cannons to avoid becoming a victim of target practice.



You'd better perform some snazzy evasive maneuvers when these walls suddenly pop up in the middle of the obstacle course.



Take on this boss like any other, but pay particular attention to the towers and buildings. You take damage if you hit them.



If you warp toward Jupiter space, you renew old acquaintances, facing two earlier bosses.



## Stage 5



These annoying creatures appear out of nowhere and dart toward your ship. Now's a good time for the EMOS optional weapon.



Be ready to face the boss when you come out of the warp. It shoots fiery doughnuts at you, so try to stay out of its line of fire while filling it full of ammo.

## Stage 6



Beware of this large laser-blast. If you can avoid it, there's an invincibility ahead with your name on it.



You see a large laser-shooting sphere after you've passed more asteroids and attackers. Pick up repair and bonus points before you close in on the surface of the rotating mechanical planet.



Not only must you avoid this boss's attacks, but you must also keep a sharp eye out for approaching asteroids.

## Stage 7



As you cruise through the inwards of this fortress, watch for this device — it launches glowing spheres that attempt to halt your progress.



Hold the fire button and cross your fingers as you approach these laser beams. If you don't disable them, you're in for a rough and painful ride.



There's no boss, per se, at the end of Stage 7 — just waves and waves of boogys.

## Stage 2



Here, you're in the midst of galactic battle. While things in the background go ballistic, finish off as many enemies as you can.



This two-armed laser-shooter is the only thing standing between you and the boss. Avoid the laser-blasts, but make sure you're between the two arms when the craft approaches.



Deja vu? The Stage 5 boss is back — but this time he fires Silphed-seeking ovals as well as flaming pastries.

## The Big Picture



Microwave some popcorn, grab a soda, and enjoy the game's great cinema screens. They keep your eyes glued to the screen while filling you in on the game's plot. You'll want to finish each stage just to see what



GP

# Psygnosis CD's, you Just play it.

**A BRAIN IS A  
TERRIBLE THING  
TO WASTE.**



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Surging through veins, arteries, and other body organs, you blast attacking viruses and your enemies' defensive probes. This struggle for control features non stop action, uncontrolled cinematic style imagery, and incredibly smooth gameplay. Over 500 MB of graphic and sound data, coupled with an original soundtrack from Rick Wakeman brings you the look and feel of a true inner-body experience.



**YOU MAY BE  
BRAVE ENOUGH,  
BUT ARE YOU  
SMART ENOUGH.**



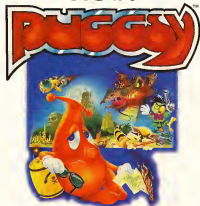
If this quest was simply a test of physical prowess, you would be all set. But the truth is your journey will be filled with diabolically challenging puzzles. In order to save your sister from the evil Beast Master Zelek, you need to scour Kara-Moon and confront him face to face. But, to succeed you must master the most deadly weapon: your mind.

A sinister, intelligent game, filled with fiendish puzzles and challenging battles, Shadow of the Beast II is not your ordinary role playing game, stressing brawn alone. Beast II features an essential blend of strength and brain power. Well orchestrated music tracks, eight-way scrolling and cinematic animated sequences transport you to Kara-Moon, the land of the Beast.



# don't have to Psay it.

**FASTER THAN  
A SPEEDING  
BULLET...  
NOT!**



You've played these games, you know the score: First there were rapid rodents, then came the manic mammals and now we've got frantic felines. You know you've got the moves to shred the rest, it's time to add brains to your arsenal. Meet Puggsy, he's a goofy little alien with a laid back attitude. But he's in a terrible jam. While catching rays on some random planet, the local bad guys scooped his spaceship. Now he's on a frenzied search through a puzzling alien world; and, as we know, extra terrestrials can't get home without their ride.

Puggsy takes you through 50 plus levels of cartoon quality play, filled with secret rooms, hidden levels and "Easter eggs" and featuring: *Total Object Interaction™ (TOI™)* Puggsy actually uses his arms to control forty different objects, solving puzzles and zapping over 100 different alien creatures, as he waddles his way through 17 bizarre lands. With a multitude of sound FX and tunes, Puggsy takes you on an adventure that's endlessly entertaining.



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# Act Raiser

## 2

### The Warrior God Returns

Jeff Lundgren

The original *Act Raiser* was one of the first SNES games, and its gorgeous graphics and ultra-cool soundtrack showed us just how good this new 16-bit machine could really be.

Now the divine warrior is back! But wouldn't you know it, the mega-demon Tarza is back, too, and he's once again threatening the land with eternal doom. He's got an even nastier assembly of minor demons with him, so don't expect this battle to be easier than your last.

Although the "Sim Village" aspects from *Act Raiser* are missing in this sequel, the action stages of *Act Raiser 2* are still top notch. So skip on your wings — it's time to descend into the demon-infested countryside to save your people once again.



- 1 Modero
- 2 Industen
- 3 Tortoise Isle
- 4 Death Field
- 5 Lovous
- 6 Gratis
- 7 Humbleton



Your guiding spirit shows you the way. Listen and be made One...



Your wings are your friend. To become airborne, hold Right, wait until you're at the peak of your jump, then start gliding. This is the longest gap you can clear.



Put the legs out from under these monsters — if you leave the legs, they explode!



To kill the wacky bird, jump up and hit it. When it charges down, turn away and glide, then dive-attack as it passes under you.



There's a one-up set into one of the cliffs. Grab it, and you can keep playing through no matter how often you die!



The only advice for this elevator ride is that the thorns hurt more than the plants. Good luck!

Just stay on the platforms and don't worry about the monsters on the shore. After you've hit the boss a few times, break off and kill the flying eyeballs. Ain't it nice?



Can you make out what's happening here? The second stage of Modern is fought in a giant bugs' nest — RAID?



Compared to going down the elevator, going up this tree is a snap!

Don't bother being subtle with the flytrap. Run up and hit it as fast as you can — it should die before you do.

The boss, Fatigue, is also pretty easy. Jump to hit him, and be alert for his enormous intake of breath. Once away to avoid getting hurt, then raise your shield to block his shots.

## TORTOISE ISL.



Time your feet hit when you're dodging with these spikes — you don't want to leave 'em stickin' out now, do ya?



Buh... big crabs... BIG CRAB! Stand on the middle leg until its footer stops to shoot, then jump to the upper leg and dive-attack its eye. Hope you brought a few gallons of lemon butter...

The sea boss of the undersea temple is even bigger! Dive-attack to reach the left hand, and use the flame sword to attack its heart. The sea-bag head is just an obstacle — bat it away (yeah, right).



## DEATH FIELD



Fire! Fire! Fire everywhere! Take your time moving through this area — there are more enemies than you can shake a stick at!



Also be careful moving through the airship squadron. The platforms that carry you across can — and will — drop as you approach the next ship.



Stand on the dock on the far side of the screen until the boss charges, then jump up to the platform and hit him as he rises, jumping away before you get hit. Remember: Attack from above, not below!







ONE QUESTION HAS HAUNTED MANKIND MORE THAN ANY OTHER:

# EST ★ # © % @ ! EVER?

IT'S INEVITABLE. YOU'RE SITTING  
AROUND, EATING PIZZA WITH  
YOUR BUDDIES WHEN SOMEONE  
BRINGS IT UP: WHO'S THE  
GREATEST HEAVYWEIGHT OF ALL  
TIME? MARCIANO? LOUIS?



ALI? THE DEBATE GETS UCLY. SOMEONE THROWS AN ANCHOVY. CHAOS ENSUES.



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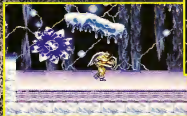
## LOYKOUS



There's no free ride here! The crabs don't like having pesky heroes on their backs, and they try to knock you off. Move aside, duck, and tap of the claw!



You fight these guys a few times. To defeat one, get close and time your hits so you push him back—don't hit too fast! Get him against the wall, then swing a little faster—do it right and he won't hit back!



The Ice Queen can be hurt only when she's in this form. When she turns into a crystal, get moving—the crystal shatters and its fragments know where you are! Wait until she reforms to attack again.

You actually move through a madman's mind during this stage, and things get kinda hairy. The whole screen rotates, and it scrambles the control pad!



## GRATIS

And best of all, you come out in the next area where a one-up is waiting for you!

The prison of Gratis is a maze, but here's a secret shortcut. You're injured sinking in the muck, but if you survive, there's a health power-up down there that leaves you feeling just fine.





The king has a bunch of different attacks, but if you keep away from him, you'll be OK. Hit him when you can — especially with dive-attacks. And remember, you can bat his big fireball right back at him!



The real treat is this stage — don't you just love games where you get to slay a dragon? No secret here: just keep moving and stay alive, hitting him when you get the chance.



Finally, move on to the village of Humbleton, where the people are challenging the gods by building a tower to the sky palace!

They are constructing a tower to the sky and reach the sky castle.



The demon who threatens the land is a familiar one — don't ask us how to deal with it!

## Behind the Scenes

ActRaiser was a big hit for Enix, but it still took two years for a sequel to be designed. Why? The company didn't want to spin out a second game that was just like the first. Changes have been made — for example, the simulation overhead "cupid" sections of the game have been eliminated in favor of more action.

Game Players talked to Masayo Hashimoto (left), designer of ActRaiser 2, and Yujo Koshino (right), the composer of the sound tracks for both games.



One of the first things to come up was why the simulation aspects of ActRaiser have been removed.

"In the original ActRaiser," Hashimoto says, "the tempo of the action mode and the simulation modes were so different. I cut the simulation mode in the sequel because I wanted to make a more up-tempo and challenging game, while still keeping the atmosphere and the world from the original. There was always an interest in creating an ActRaiser 2, but it was believed that making a sequel would be difficult.

"But making a sequel is easy compared to making the original. The same staff of seven that developed the original made ActRaiser 2, and everyone had the same image of the game world. However, there's a lot of pressure because you have to create an even better game than the first one. It took us eight months, and gamers will find the action much more challenging."

Another change in the sequel is that the game player has wings. Hashimoto says that the theme of ActRaiser 2 is flying, so the wings were a natural development. The characters in the game also seem more cartoon-like. This is because it's easier to make the characters expressive if they're animation drawings.

Koshino wanted to make the music as expressive as the characters, but his challenge — as with the original ActRaiser — was to create the sound of an orchestra using the Super Nintendo technology. The composer says he was inspired by classical music from the late 19th century when writing the ActRaiser 2 score.

"There's no special relation between a game stage and the music," he says, "except inasmuch as I try to enhance and not destroy the game's atmosphere with my music."

Koshino began composing music for video games five years ago with a piece for the game 19. The success of that piece led to more work. As an aside, Koshino mentions that the writer and programmer for 19 are also on the ActRaiser staff. He finds ActRaiser 2 to be a difficult game to play, but he thinks it's a great action game with incredible graphics and variety.

"The biggest challenge in composing game music," he says, "is understanding the specifications of the game hardware.

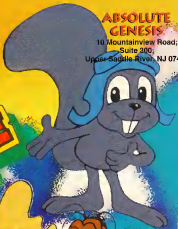


# ActRaiser 2

# The Adventures of ROCKY And BULLWINKLE And FRIENDS™



**ABSOLUTE  
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**O**ur story begins with the burglary of all of Rocky and Bullwinkle's treasures, a priceless collection that was headed for the museum in downtown Frostbite Falls. It doesn't take a genius — good thing, too — to figure out that the job could only have been pulled by those evil spies, Boris Badenov and Natasha Fatale.

Luckily, Moose and Squirrel are hot on the thieves' heels. You must recapture the treasures by descending into the depths of Upsidarium Mines, scaling Whynchutaka Peak, entering the belly of Maybe Dick, or entering the Chamber of Horrors. Horrors!

You've seen them in cartoons and eating tecos, but check out Rocky and Bullwinkle on 16-bit! In *The Adventures of Rocky and Bullwinkle and Friends*, eight levels stand between the famous duo and their treasures. Mini-games starring Dudley Do-Right and Mr. Peabody add to the fun.

The graphics in *Rocky and Bullwinkle* are average, but what it lacks in pictures, it makes up for in challenge. Be prepared for some very hard — sometimes frustratingly so — game play. If it weren't for the mini-games in which you gain extra lives, Moose and Squirrel would be foiled by Boris and Natasha for sure!



## MOVES FOR MOOSE AND SQUIRREL



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# MINI GAMES



Mr. Peabody heads for his Way Back time machine.



As Dudley Do-Right, your job is to save Neil — but first dodge the obstacles that get in your way.



When you finish a mini-game, it's off to Whynchulaks Peaks for some real action.



Head-but the boulders or move into a mountain to dodge them.

Wait until a boulder's at its highest point before going under it.



It's that evil guy, Bone Bidenov! He's always trying to knock you off. Take him out, then search the mountain for flowers.



These birds obviously don't like to be bothered. Avoiding them is an easy choice.



Grab the fruit, but wait until the goat's far away from you.



Before you try to jump over these enemies, wait for them to retract their heads.



Ugh! When faced with these short ledges, carefully time your jumps, and if you don't see another ledge on which to land, move across the ledge you're on — one should appear.



Be prepared for the gang of villains when you leave the ledges. Take them out one at a time to avoid getting caught in the crossfire.





Duck when you see these protruding objects as you explore Updatasium Mines.

As you're tailing after your car goes off the track, look for the red wood — that's your key to jump to the next car.



If you want to stay alive, jump over the bombs.

Two of these aliens stand between you and your treasure. Wait until they appear, then haul off and whack 'em



Rocky steers the motorboat as you dodge fish and jump on ledges.

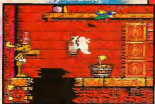


Avoid Natasha's bombs, then jump on the hatch when she closes it so Rocky can pass by

Then she blows!  
It's Mayze Dick.



Enter the old pirate ship ... if you dare.



Aye — 'tis better to avoid the ghost pirate, matey.



Here's the king-daddy pirate. Keep throwing fruit at him until he relinquishes the treasure



Don't stand too close to exploding cannons





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Strafing pirate gunboats on the South China Sea . . .  
Punishing ruthless extremists in Eastern Europe.

As you take her into 10 battle missions around the world, your top-secret AH-3 ThunderStrike attack chopper won't be a secret much longer.

With full-function radar and tracking systems, and intuitive flight and weapons controls, you'd fly this chopper down the throat of the devil himself. If that's what it takes. And it will.



SEGA CD



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The flying policemen are a nuisance. Take him out like a gnat.



Be careful — there's no telling what might pop out of these manholes.



The skulls carry you upward, but be on the lookout for outstretched hands — they like to push.



Climb the buildings to get more bonus items.



Keep moving right until you reach the end of the screen, then jump and hit the switch that opens the bookcase.



The electric chair is a shocking experience if you sit too long.



Guillotines give you a powerful headache. Wait until the coast is clear to continue.



Bulwinkle's trapped! Keep the pin in the cage while you fight the axe man. Will you foil the plans of Boris and Natasha once again, or is it Moose Soup for Bulwinkle?

These skulls can be tricky. Be patient and watch the pattern in which they extend before you jump.



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Join Mario as he races through time on the wildest adventures. Tromp through the Jurassic period with a giant T-Rex. Sail with Cleopatra in Egypt.

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So whether you want to meet Bill Shakespeare or President Abe Lincoln, Mario's Time Machine is a way cool ride with fun, excitement and adventure!



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Available for NES® and Super NES®, IBM® PC and compatibles  
Product Information Number 113





## First Soccer Title for EA

Now that it has mastered football and hockey, Electronic Arts is turning its eye toward the world's most popular sport — soccer. FIFA International Soccer is currently in production for Genesis. The game features 40 international teams, each true to its own playing style, and a three-quarter overhead perspective so players can see more of the playing field.

# GP sports

Game Players

Michael Meyers, Editor

## U.K.'s Best Soccer Sim Crosses the Pond

Atlus's *World Soccer '94: Road to Glory* is the Super Nintendo version of England's critically acclaimed and popular success *Striker*. Created by Elite Systems, *Soccer '94* has got just about every feature you could wish for—even an indoor soccer mode! What's even more impressive is that the game is only four megs, about half the programming space of its competitors. But what it does in those four megs deals a swift kick to other sims.

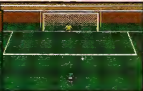


Each of the 64 international teams in *Soccer '94* has a roster of 16 players, 11 of whom start. You can juggle your lineup however you want — players are rated in 11 different skill categories from ball control to stamina. Unfortunately, there's no way to alter your player's stats, so you can't



take control of, for example, a "super" team.

But once you've set your lineup and chosen from eight formations and six play styles (cautious, aggressive, and so on), you can select Super Cup play, all 64 squads in a single-elimination tournament; World Knockout, pitting 8, 16, 32, or 64 teams in a three-to-six round contest (one loss equals elimination); World League, up to 64 teams



played twice, or Indoor Soccer.

It's this last option that's unique to *Soccer '94*. An indoor game is played with six men on a team with no out-of-bounds — it's a much faster challenge because of all the ricochets. Hats off to Atlus for adding this variation.

But that's only one of the fine features offered in *Soccer '94*. Slicing, hooking, and heading the ball are just a few of the offensive weapons at your disposal. And, of course, fouls are called quite closely, with the requisite yellow or red card issued at the referee's discretion.

The top-flight sound effects are also a highlight — especially the roars of the frenzied crowd. You can also customize a team, changing the uniform, hair color, skin tone, and players' names.

If there's a drawback to *World Cup Soccer '94: Road to Glory*, it's with its graphics. Since you can only do so much with four megs of programming space, the players are small and fairly nondescript.

With the breakneck pace of game play, this can affect your perception of your players in relation to the ball or the other team's members. Accurate slide-tackling is particularly tough.

But once you get past the animation, it's easy to get into *Soccer '94*. The incredible number of options



**SCORE CARD**  
Sony Imagesoft has delayed the release of *ESPN Baseball Tonight* until March. The extra time will be used to increase the memory compression and improve the graphics and game play.



adds to its replay value, and the game play is the best on the market. Just imagine what the designers could have done with eight megs!

For Super NES from Atlus, 17145 Von Karman Avenue, Suite 110; Irvine, CA 92714.



Graphics: 5  
Sound FX: 9  
Music: 6  
Bells & Whistles: 9  
Play Control: 7  
Replay Value: 9  
**OVERALL RATING: 8**





# Sports Illustrated Football/Baseball

THQ offers sports fans a "twofer" this year — as in two-for-the-price-of-one. *Sports Illustrated Football/Baseball* is two eight-meg games crammed onto one cartridge.

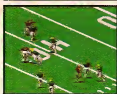
THQ tried this once before: Does anyone remem-



Jacobs). Malibu's previous games include *Cal Ripken Baseball* for SNES and Genesis, *David Robinson Supreme Court Basketball* for Genesis, and the *TV Sports* products for TurboGrafx-16.

The football portion of *Sports Illustrated* features all the NFL franchises in the 1993 schedule — but don't look for your favorite players. The game doesn't have a players' license. It does, however, have a fairly unique perspective, a three-quarter overhead view similar to Nintendo's *Super Play Action Football*. When a

ballcarrier breaks away from the pack, the screen zooms in for a closeup. The *Sports Illustrated* players are smaller than those in *Super Play Action*, but they're much more realistically animated.



The baseball half of the game looks and plays a little like *Cal Ripken Baseball*, with a behind-



the-batter perspective that shifts to a bird's-eye three-quarter view to follow the ball. Once again, all the Major League franchises are included — even the new Florida and Colorado teams — but none of the players is around.

*Sports Illustrated Baseball/Football* features full-season play for both sports and a password system to save your progress. It should hit stores before the end of the year.

For Super NES from Malibu Interactive (distributed by THQ); 5016 North Parkway Calabasas, Suite 100; Calabasas, CA 91302.



ber the somewhat ill-fated *Bo Jackson Football/Baseball* for NES and Game Boy? Probably not. But not to worry — *Sports Illustrated* is luckily in another class. For one thing, the game was designed by THQ's new development partner, Malibu Interactive (led by sports veteran Bob

## NFL Quarterback Club



Licensing has come to play a major role in the design of a sports simulation. If a company adds a league license (i.e., the NHL, NBA, etc.), its game can include the uniforms, team names, and league schedules. If a players' association such as the NHLPA is added, the developers can use names and likenesses of actual players.

However, the NFL Quarterback Club, which lists among its members the best QBs in football — Aikman, Cunning-

ham, Elway, Kelly, Moon, and Young, for example — is separate from the NFLPA license, creating a major pain for com-



panies trying to develop a realistic gridiron simulation.

Acclaim nabbed the QB Club for its latest sports effort, then turned to those programming Aussies, the team at Beam Software (they also developed Acclaim's so-so *NBA All-Star Challenge*). *NFL Quarterback Club* is an overall enjoyable title for Game Boy, but it's

fairly simplistic, and in the long run, it doesn't have much to do with football at all.

In the four-part competition of *Quarterback Club*, human players can control up to six of the QBs. Each quarterback accumulates points in the four contests, and the player with the most points at the end walks off with 30,000 video-game dollars. Individual prizes are also awarded to the top performers in each category.

Here's how the four events break out: the Accuracy competition tests your ability to hit six targets — one stationary and five moving. It's not hard to master this event, since the distance to each target is easily gauged by a horizontal meter at the bottom of the screen. The Speed and Mobility contest is an obstacle course that has your



QB ducking a chin-up bar, running cones, tackling a dummy, jumping a wall, then tossing a football at a stationary target. This is definitely the least interesting event: the quarterbacks seem to have the same running speeds (which is sure not true in real life!), so winning comes down to hitting a bull's-eye for a time bonus.

The button-bashing Distance competition has you thumping on the A and B buttons to make a meter rise so your QB can throw the ball far-

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Product Information Number 110

# Super Baseball 2020



You've heard of the aluminum bat controversy in baseball. How about an aluminum *player* controversy? *Super Baseball 2020* is a game for men of metal in which money makes the league go 'round.



Electronic Arts's Genesis version of this NEO-GEO game comes on the heels of the SNES game from Tradewest (see August, Vol. 6, No. 8). The only difference in the two is that EA includes the "crackers" of the original game — the land mines placed on the field. You get more and more crackers in each inning, beginning with the second.

Don't expect the strategy of a traditional baseball simulation in *Super Baseball 2020* — it's more of a power-hitting contest in which each batter tries to blast the ball over the center-field fence. Center field is the *only* place where a powerful drives counts as a homer; left and right field are consid-

ered "in-play," as is a good portion of the seating areas by first and third bases.

Two leagues of six teams do battle during a 15-game season. Your team can have humans, robots, or a mixture of both. The teams earn money for each good move — runs, fielding plays, strike-outs, and so on. It's up to you how to use the money to power-up your players. You can boost the power, fielding (speed), or pitching



ability of any human player, or replace any robot with a more powerful model.

Like most NEO-GEO games, *Super Baseball 2020* had spectacular graphics. The SNES version duplicated them perfectly, but the Genesis game doesn't fare as well. The graphics seem washed out and vaguely unfocused, but the frantic, electronic music and bizarre robo-announcer voices remain true to the original.



Even if you're a simulator purest who frowns on "frivolous" sports games, you should give *Super Baseball 2020* a try. It's mindless sports mayhem that's a lot of fun to play.

For Genesis from Electronic Arts; 1450 Fashion Island Blvd.; San Mateo, CA



Graphics: 7  
Sound FX: 7  
Music: 7  
Bells & Whistles: 3  
Play Control: 6  
Replay Value: 6

**OVERALL RATING: 6**

ther. You get two shots and your best attempt counts. It's a no-brainer that doesn't require much skill. Read and Recognition is a variation on the Accuracy event. Four targets move across the field. You're supposed to aim at the two blinking targets; hit either of the other two and you're penalized points.

*NFL Quarterback Club* has only average graphics and music, but the game play is enjoyable — especially if several folks play together. It's big problem, however, is that there's just not much to it. After only five minutes of game play, you're already looking at designer credits. It may have real quarterbacks in it, but they don't retain their actual strengths and weaknesses, which makes choosing players a moot point.

For Game Boy from Accclaim; 71 Audrey Avenue; Oyster Bay, NY 11771.



## NHL '94

It comes as no surprise to sports-games fans that Electronic Arts is better at creating Genesis games than SNES. A conversation with some EA programmers sheds some light on the subject. The consensus is that Genesis is simply an easier machine to work on, while Super Nintendo is, to quote an EA producer, "a major pain."

That helps explain why *NHL Hockey* and *John Madden Football* are Genesis classics while the SNES translations of the same games have been only

average, with spotty animation and poor game play. But EA seems to have solved most of its SNES problems with *NHL '94*, which isn't as fantastic as the Genesis version ... but it's closer than ever before. *NHL '94* has goalie control, penalty shots, a shoot-out mode, and an NHL license. But most importantly, *NHL '94* moves almost as smoothly on Super NES as it does on Genesis.



The SNES *NHL '94* differs from the Genesis version because it doesn't have a battery backup — you must enter a lengthy password instead — and you can't save stats, either, which is a major bummer. But



on the plus side, the colorful SNES player profiles look much better than the Genesis's B&W ones, and the sound effects, from the crunch of hard-board checks to the slash of steel blades on ice, are superior.

Many of the same new features of the Genesis game are found in the SNES *NHL '94*, too. For example, the NHL license really enhances the look of the game, with accurate home

and away uniforms and full-color team logos. The NHL license also means that the fighting has been removed and replaced with harder checking, including board and bench checks.

Other new features include manual goalie control, penalty shots, and a special shoot-out game. On offense you have two new weapons at your disposal



—“flip passes” that let you pass the puck through the air up ice, and the “one-timer” pass to an open teammate, who catches and shoots the puck in one quick motion.

Electronic Arts wasn't able to create a smoothly animated *John Madden* for Super NES until its third try, and *NHL '94* is only its second time at bat, so to speak. But much of the kinks

have been worked out since *NHLPA Hockey '93*, and SNES owners finally have a hockey simulation that rivals the Genesis counterpart.

For Super NES from Electronic Arts; 1450 Fashion Island Blvd.; San Mateo, CA 94404.

Graphics: 7  
Sound FX: 9  
Music: 9  
Bells & Whistles: 7  
Play Control: 7  
Replay Value: 8

**OVERALL RATING: 8**

## Wimbledon

After several average attempts at high-quality sports simulations for Genesis, Sega of America has gotten serious. Gone are the days of sub-par efforts that feature a big-ticket athlete and nothing more. Now, days, the “Sega Sports” brand marks a commitment to realistic 16-bit sports. We hope.



Sega's first effort under the Sega Sports banner is *Wimbledon*, a one-to-four player (simultaneous, with five-player adaptor) tennis simulation. Tennis isn't usually what companies pick to launch a new sports lineup, but Sega's taking extra care with some of its “money” titles, such as *World Series Baseball*, *NBA Action Hosted By Marv Albert*, and *NFL Football '94 Starring Joe Montana*. So *Wimbledon* bears the burden of the first Sega Sports seal.

Several innovations in *Wimbledon* indicate that the Sega sports gurus are serious when they make their ambitious claims about upcoming titles. These five unusual options can be turned on or off before each match begins, and they really enhance the game. For example, the Color Signal alters the hue of the tennis ball, helping you make the precise shots. Dynamic Sizing gives the ball a 3-D look by increasing or decreasing its size as it rises and falls — an especially important option since different court surfaces result in different types of bounce.

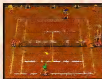
A Timing Chime pings the moment a ball clears the net.

This should help you time your swing, but the action moves pretty quickly, so it's often not effective. The Bound Pointer is more helpful, placing a mark where a hit ball should bounce. Since your view of *Wimbledon* is slightly higher above the players than in most sims, this helps you set up for your return shot.

But *Wimbledon*'s coolest innovation is its Locus Display, which shows the flight path of every volley or serve. The flight path is shown as a green, ghostly image — a chain of luminescent orbs that extends from the racket, over the net, to the other side of the court. It also indicates how high the bounce will be.

While *Wimbledon* doesn't offer the broad array of shots that some Super Nintendo titles do, its game play is more than their equal. Even using all the helpful enhancements, you've got a tough challenge against computer players. Graphically, the players are on the small side, but they're quite detailed.

There's a good selection of players — 24 in all — playing at ten skill levels and rated in six categories. A password system lets you save



your progress, an articulate, decidedly British announcer calls the score, and a well-mannered crowd applauds after each game.

*Wimbledon* is a great start for the Sega Sports line. If the Sega programmers repeat this success with the rest of their simulations, Sega might challenge Electronic Arts as King of the Arena.

For Genesis from Sega of America; 130 Shoreline Drive; Redwood City, CA 94065.

GP

Graphics: 7  
Sound FX: 9  
Music: 7  
Bells & Whistles: 8  
Play Control: 8  
Replay Value: 7

**OVERALL RATING: 8**



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Product Information Number: 222

# The Addams Family

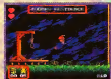
## Review

### OCEAN GENESIS

1855 O'Toole Avenue, Suite D-102  
San Jose, CA 95131

Michael Foster

Abigail Craven has Uncle Fester under her spell—literally! The witch has bewitched Fester into helping her kidnap the rest of the Addams family, with the exception of Gomez. Now it's up to him to save the rest of the family—and the family fortune—from Abigail's clutches.



Grab the Fezi-copter and fly around the mansion. Be sure to search the chimneys.



Golf balls can dispel nasty spirits.



Check the underwater caverns for cool surprises.



Defeat the big bird and the snowman to get energy hearts.



Trustworthy Thing always lends a hand.



To reach objects that are too high, jump on a monster—and don't take your finger off the button. This makes Gomez jump higher.



All walls are not created equal—check for secret passages.



Hit the light switch to find your way.

Gomez starts with five lives, but he can sustain only two hits before dying. You can banish most monsters by jumping on them, but watch out for the ones with spikes—you can get rid of them, but it costs you an energy heart. And remember that when you leave a board and return, so do the monsters.

What could have turned out to be a boring Mario clone is actually an interesting and challenging game. *The Addams Family* has a lot of variety, and it's complex without being impossible. Those Addamses may be spooky and kooky, but this game is just plain fun.



Don't panic! There's always a safe spot.

|                  |   |
|------------------|---|
| GRAPHICS         | 7 |
| SOUND FX         | 6 |
| MUSIC            | 6 |
| BELLS & WHISTLES | 5 |
| CONTROL          | 7 |
| REPLAY VALUE     | 5 |

OVERALL  
6

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# Dragon Strike

GAME

# Captain America and the Avengers

TR view

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Novato, CA 94949

Billy R. Moon

**C**aptain America and the Avengers is pretty basic when compared to other recent comic-book based games (i.e., the awesome X-Men for Genesis). The Cap'n and his crew roam the streets, beating up on both small-time crooks and bona fide super villains, all of whom are under the control of the infamous Red Skull. It's Double Dragon city, but on the whole, the game works well for several reasons.

For example, the guys at Mindscape have gone out of their way to inject the game with an old-time comic-book feel. From the opening straight-from-the-comics exposition screen to the heroes' patriotic zest, you get the impression that you're participating in a giant parody of the comic-book world of yesterday in which even the digitized narrator has a perfect voice for such inspired corniness.



And although the combat is fairly generic, the boys are equipped with enough special moves to keep it interesting. It's still a far cry from Street Fighter II, but the choice of attacks combined with the choice of characters adds enough strategy to make Captain America more interesting than the usual street-fighting games. There's even a training mode that allows you to practice your special



**Cool Move #1:**  
The Jumping Attack. Press B to jump, Y for the regular attack, then use the directional button to attack from above. Here's a powerful drop kick.

attacks in competition with a fellow avenger controlled by a second player.

Captain America does suffer from a few flaws: The occasional slow-down doesn't hurt game play, but it does add to the overall "rough around the edges" impact of the game. Also, initiating a special attack is much too complicated—if you ended up with a Mortal Kombat finishing move, then it would be worth the effort, but the basic slide or charge in Captain America should have been given its own button.



GP

Hawkeye battles the bad guys with powerful explosive arrows.



Activate the heroes' special weapons with the A button. Captain America demonstrates his boomerang shield.



Hawkeye also has the best special attack. To perform his killer slide, press and hold A, launch yourself into a forward run, then tap A again when you near the other side of the screen.

**Cool Move #2:** Toss that Peon. Lesser villains can be destroyed by slamming them against the concrete. Get directly beside them, pick them up with the Y button, then hit Y again to throw them.



Iron Man and Vision share the ability to fire energy bursts when you hit the A button.



The laser-blasting boys can also do the right thing. Combine the two by jumping, then pressing A to fire while hovering in midair.



If you perform this laser-flight move during a particularly high jump, the laser blasts at an angle.

|                  |   |
|------------------|---|
| GRAPHICS         | 7 |
| SOUND FX         | 7 |
| MUSIC            | 5 |
| BELLS & WHISTLES | 7 |
| CONTROL          | 6 |
| REPLAY VALUE     | 6 |

OVERALL

6

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# Cliffhanger

review

SONY IMAGESOFT  
SUPER NES

2100 Colorado Avenue  
Santa Monica, CA 90404

Patrick McGee

They couldn't leave you hanging any longer—would they or wouldn't they? Well, they did. Last summer's highest-flying action/adventure is now an SNES game. In *Cliffhanger*, you play Gabe Walker, a Rocky Mountain rescue ace, whose sole quest is to save your friends and pulverize the megalomaniac Qualen and his band of crazed fugitives.

*Cliffhanger* is a typical beat-up-the-bad-guys game, with seven levels of action that basically follow the movie's plot. You're searching for three metal cases that together contain \$100 million in cold cash. Once you have them, you can trade the money for the lives of your friends. Of course, you've got plenty of competition as you search for the money....



You get the weapons of the bad guys you beat up. For the best results, try to get your hands on a gun.



Don't stop when tailed by bats or an avalanche — just run and jump as fast as you can.



Always take a running jump to cross wide ravines. Regular jumps don't cut it.



Don't land too close to an edge, either.



These snipers fire in two-shot sequences. Try to time your movements and attack between blasts.



The super-kick is your best defensive and offensive move, but use it sparingly — it really drains your energy.



Using a knife increases your attack power, but you can get in first licks by throwing it, too.



And don't forget that flying kick!

|                  |   |
|------------------|---|
| GRAPHICS         | 7 |
| SOUND FX         | 7 |
| MUSIC            | 6 |
| BELLS & WHISTLES | 2 |
| CONTROL          | 4 |
| REPLAY VALUE     | 2 |

OVERALL

4



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**Product Information Number 138**



# Bram Stoker's Dracula

review

SONY IMAGESOFT  
GENESIS

2100 Colorado Avenue,  
Santa Monica, CA 90404

Billy R. Moon

**B**ram Stoker's Dracula is loosely based on last fall's spooky movie extravaganza: As you may recall, that yuppie of yesteryear, Jonathan Harker, tries to rescue his fiancée from the evil fangs of Count Dracula.

This video game shares the movie's locales and primary villains, but it really doesn't follow the plot. In fact, the only consistent reminder of the game's inspiration is the videogame hero's resemblance to his big-screen counterpart, Keanu Reeves. But most game veterans will recognize a much larger resemblance to another vampire classic — the *Castlevania* games. *Dracula* follows the game play and atmosphere of that series almost shamelessly. Well, OK, *Dracula* needs a *Castlevania* game, and *Bloodlines* is still a few weeks away.



This monklike dude appears during each level to suggest

a weapon to use against the upcoming boss. Heed his words.



Open a secret trap door to locate the helpful monk. Move to the top right-hand corner of the room, then use your sword

to cut through the cord holding up the weight. Return to the bottom of the board to find the new passageway.



Spikes pop out of the ground without notice, so move slowly and watch closely.



The evil vampire femmes return! Walk around aimlessly while they

fly in the air, then move quickly to avoid them when they land. Quickly slash away while they're earth-bound.



Don't panic if you don't have a good weapon as you face the boss. Simply wait for him to crack his whip, move

in for a quick strike, then quickly back off. It's time consuming, but effective.



Facing another boss unprepared? This dragon pauses his fire-breathing after every third blast. Attack accordingly.



Energy refills are few and far between, so be sure to search thoroughly for the few available. Look for this flask in a secret room behind a wall on the second level.

You're chased by a trio of demon-possessed women after you face the dragon. Move as quickly as possible, but don't forget to watch for spikes.



Time to face old Dracul. His formula: stand still, shoot downward, shoot across. Your formula: attack, jump on left platform, return quickly to lower platform.



Unfortunately, *Dracula* may look like *Castlevania*, but it has so many rough edges that it'll cut ya if you're not careful. In addition to the unpolished sound and graphics, here's an example of game play: During much of the game, you must locate various special weapons that make boss-bashing easier. If you're killed in the middle of a level, however, you probably won't get the chance to nab the special weapon, so you end up losing more lives fighting the boss. That makes a contin-

ue feature more annoying than helpful. Combine that with an illogical damage system (step on a mouse, lose one container; impale yourself on a giant spike, lose one container) and several other minor grievances, and you come

up with a game that just isn't as good as it should have been.

|                  |   |
|------------------|---|
| GRAPHICS         | 6 |
| SOUND FX         | 6 |
| MUSIC            | 6 |
| BELLS & WHISTLES | 5 |
| CONTROL          | 6 |
| REPLAY VALUE     | 5 |

GP

OVERALL

5

GAMETEK

# Nigel Mansell's World Championship RACING

*"One of the hottest, and most realistic racing games available for the super NES... eye popping graphics, incredible game play, responsive controls, loads of options, ... FIVE THUMBS UP!"*

— GAMEPRO

*"Nigel Mansell's World Championship Racing is a first-rate racing video game, with lots of detail, great graphics, and compelling play mechanics..."*

— ELECTRONIC GAMES

*"This is the best racing game on the market..."*

— THE MIAMI HERALD

*"Nigel Mansell includes just about every option you can think of in a racing game... Gametek is challenging for pole position of Super NES racing games..."*

— NINTENDO POWER



# Drive it home.

AVAILABLE FOR SEGA GENESIS AND THE NINTENDO ENTERTAINMENT SYSTEMS

Game Play and Pin Line: 1-800-995-GAME-USA-2

Product Information Number: 102

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# The Incredible Crash Dummies

view

## ACCLAIM SUPER NES

71 Audrey Avenue;  
Oyster Bay, NY 11771

Patrick McGee

Normally, the only thing these guys have to worry about is doing a bang-up job in safety testing. That is, until the insane crash dummy known as Junkman kidnaps Dr. Zub. When that happens, everyone goes to pieces — of course, in safety testing, everyone is *always* going to pieces. But now you better pull yourself together and rescue the good doctor.

In *Incredible Crash Dummies*, you travel through four different zones — each with multiple stages, a mechanical-menace boss to dismantle, and a bonus stage. You're under a time limit, so you must quickly find the giant spring that launches you into the next area. Your biggest challenge, however, is keeping your head. And your legs. And your arms. Falling to pieces is rather easy when you consider the wide variety of unusual obstacles you must avoid. Watch out for pogo-parking meters, mini-tanks, circular saws, toy planes, exploding light bulbs, wrecking balls, land mines, runaway cars, and toxic goop ... just to name a few hazards.

The *Incredible Crash Dummies* has interesting levels, lots of specialty items, hidden screens, and tons of action. These characters may be dummies, but you'll find yourself cracking up more than they do.

GP

Junkman has captured Dr. Zub!



These giant springs hurt you to the next zone.



You get safety tips between stages.

Use airbags to reach new heights.



Use the sideways spring launcher to get past these ball-and-chain bozos.



Climb on these light posts to reach bonus wrenches.



Hit this sideways spring launcher and angle upward to reach a one-up.



Beware of cars that fall out of the bin.



Sometimes sliding is the only way to go.

Take out the boss in this mad mixer by jumping on top, then trying to land on top again for continuous hits.



Throw a wrench at these fireball fiends, then lay low for a while.



You must avoid obstacles in this bonus stage to reach your maximum crash speed.

|                  |   |
|------------------|---|
| GRAPHICS         | 7 |
| SOUND FX         | 8 |
| MUSIC            | 7 |
| BELLS & WHISTLES | 5 |
| CONTROL          | 6 |
| REPLAY VALUE     | 7 |

OVERALL

7



# King of the Monsters

review

**TAKARA  
GENESIS**

230 Fifth Avenue; Suite 1201-G;  
New York, NY 10001

Billy R. Moon

Although *King of the Monsters* has been around in various video-game formats (a sequel is already out), this is the first Genesis version. The plot, however, is the same: four super-monsters fight each other while being attacked by airplanes, tanks, and other weapons of war. Think of it as a *Street Fighter* game crossed with an old *Godzilla vs. Rathadon*-style B movie.

While that might sound like cheesy fun, the problem with *King of the Monsters* is that these monsters just aren't very interesting. Instead of quality B-movie antiheroes, you've got guys who look like they were rejected at *The Avengers* tryouts and went on a city-wide rampage in revenge.

What's more, once you peel off the warts and scales, the fighters are all the same. Sure, Beetle-Mania might perform an Atomic drop instead of a mere back-drop like the rest of the crew, but none of the characters really takes on a distinct personality. The individual scenes have that same sense of sameness. When you reach the final city, Tokyo, for example, it looks like just another generic city that happens to have an occasional hint of Japanese architecture.

Choose one of four monsters, then fight against a friend or the computer.

That generic quality goes for the technical aspects as well — especially in the graphics. If one blue guy is fighting another, it can be hard to tell where monster A ends and monster B begins. By the same token, the mundane music could drive you bonkers. And for a fighting game, *King of Monsters* has only the standard moves you've seen a thousand times before.

■■■■■■■■■■  
GP

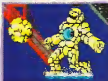


Geon's power weapon is the Flame Crusher — a stream of flame sure to take out anything in its path.

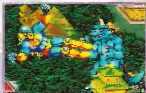


Beetle-Mania fires Beetle Missiles.

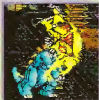
Rocky can crush opponents with his Rocky Bomber — a truly powerful weapon that bears many similarities to ordinary rock.



Astro Guy fires powerful Flash Waves, which distinguish themselves from Flame Crushers by their blueness.



Simultaneously press the C and A buttons to drop-kick your opponent.



Close in on your enemy, then press Down and A for a killer suplex.



Push Up and A to pile drive your opponent into the concrete.

|                  |   |
|------------------|---|
| GRAPHICS         | 5 |
| SOUND FX         | 5 |
| MUSIC            | 5 |
| BELLS & WHISTLES | 5 |
| CONTROL          | 7 |
| REPLAY VALUE     | 5 |

OVERALL

5

# They've got a bullet with your name on it.



We're talking high-caliber criminals—Al "Scarface" Capone, Frank Nitti, the Genna boys . . . If you're going to mess with the most notorious outlaws of the 20th century, you'd better be Untouchable.  
Five missions. Three perspectives. Untouchable drama.



Build a case against Scarface in 1929 Chicago. The heavy money factory makes plenty of friends, but the bullets are real.



You're Blast Ness, a former D.A. It's only natural that you're called in for a busy rescue at the County Courthouse.



Ness, you gotta go this one alone. Capone's trigger-happy headmen are battling with a real mob for territorial rights.

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Product Information Number 222



**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

**ocean**

Ocean of America, 1365 O'Keefe Ave.  
San Jose, CA 95128 (408) 954-0091

# Lock On

review

**VIC TOKAI  
SUPER NES**

22904 Lockness Avenue,  
Tombaca, CA 90501

Erik Lundrigan

With the fall of the Soviet Union, military superpowers are forced to slash their budgets, resulting in a huge surplus of advanced hardware. High-tech weapons are soon appearing for sale on the international black market, and an unknown power has used the all-too-available hardware to attack a Middle Eastern country. It's your job to engage the enemy and destroy his forces.

Even though air-combat simulations have evolved to a shockingly real level, the good old-fashioned *Afterburner* arcade-style fighter games have survived. *Lock On* has taken this an extra step: combining air combat with ground-attack strike missions. The pace is fast, and there are always plenty of bogies at which to shoot.

*Lock On* is tough at first — there are 22 enemies to destroy in your very first mission — but once you get the hang of the weapon systems, you should be knocking 'em out of the sky. You're given a choice between two aircraft at the beginning of each mission, and you can also adjust the number of missiles with which your plane is equipped. You probably won't need extra, however; there's an awful lot of ordnance slung under your wing. Since there's no pass-word feature, be sure to use the option screen and load up on credits before you begin.



Pay attention to your commanding officer. He briefs you on the current battle situation.



Make sure you choose the right aircraft for each mission. Each has its own good and bad points. The FS-X (an F-16 derivative) is great, but you can't go wrong in the Super Tomcat.

Radar-guided missiles are reliable, so use them frequently.



When the lock square appears, keep the enemy in front and hose him.



flares, too), then smack him with a missile. Repeat until he explodes.

The A-10 is the only ground-attack plane with a cannon, so it's always a



good choice. Don't come in at too steep an angle, or you won't be able to pull up in time...



... and you'll become a smoldering hole in the ground!

You get a crack at a secret mission each time you complete two assignments successfully. Shoot down these incoming ICBMs, and you're rewarded



with extra planes.



Line up the enemy in front of you with your radar, wait for a lock square, and fire before he has a chance to shoot.



Do a loop to get behind someone on your tail. But remember to come out of afterburner once the maneuver is complete, or you fly right by him and take the lead again.

|                  |   |
|------------------|---|
| GRAPHICS         | 6 |
| SOUND FX         | 7 |
| MUSIC            | 6 |
| BELLS & WHISTLES | 5 |
| CONTROL          | 6 |
| REPLAY VALUE     | 7 |

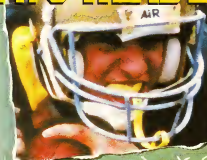
OVERALL

7



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# TWO-HEADED MONSTER.



PITCH HIM INSIDE

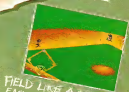
## TWO GREAT SPORTS IN ONE GIANT VIDEO GAME!

The hardest-hitting football action. The most authentic, full-featured baseball play. Only Sports Illustrated® gives you two great video game sports in a single 16-MEG cartridge.

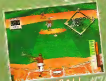
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FIELD LIKE A PRO WITH EASY CONTROLS



LIFELIKE BASEBALL ACTION—EVEN A RADAR GUN!



SWITCH GAMES WITHOUT CHANGING CARTRIDGES



SUPER-REAL SPORTS GRAPHICS



DIGITIZED SOUNDS



90 PLAYS TO CHOOSE FROM

Product Information Number 112

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

**GAME BOY**



**MALIBU GAMES**



# Magic Boy

Review

JVC  
SUPER NES

3500 Barham Blvd. • Suite 305,  
Los Angeles, CA 90068

Jonathan Gagnon

Your name is Hewlett, and you've just found out that it's not easy being a wizard's apprentice. Keeping up with all those spell ingredients is tough, and mistakes have grave effects — as you discover. Instead of using parsley in a concoction, you've just used mercury, turning your boss into a colored elephant and all cute critters into mean monsters.

The only way to fix things is to nab the animals and throw them into jail cells until the wizard can repair the damage—if you're able to return him to his magical self! As you avoid dangers such as poison pools, slick platforms, and conveyor belts, you must capture the creatures. But if you spend too much time on any level, the animals begin to escape.

*Magic Boy* is a colorful, nicely done game with enough levels to keep you coming back for more.

GP



Jump cautiously — these poison pools are deadly.

The ice squares make moving tricky. Be careful not to slide into any enemies.



Be ready to duck — some enemies shoot at you.



Lots o' springs. Like blocks, they help you reach high levels.

Use these blocks to reach higher levels.



The conveyor belts in Future World can slow your progress.



Shoot the eels in Wet World first, then move upward.



Jump here to get to the bonus stage.



Jump fast across the disappearing blocks.



Look up before you leap in Plastic World.



Those dogs aren't for petting, so watch where you jump.



It's Woolly Dog — no cuddly creature but a shooting enemy!

|                  |   |
|------------------|---|
| GRAPHICS         | 8 |
| SOUND FX         | 6 |
| MUSIC            | 7 |
| BELLS & WHISTLES | 8 |
| CONTROL          | 8 |
| REPLAY VALUE     | 8 |





OVERALL



# SIZZLE IN THE SAND!



**Or get scorched on the court!** It's your choice! Play on a six-man international team that plays on the hardwood courts around the world, or play two-man Beach Volleyball mode for thrills and spills in the sand. Either way, the hottest sports simulation for the Super NES will keep you coming back for more!

-  Digitized graphics and super fast action highlight the play!
-  One or two players compete against each other or both vs. the computer!
-  Built in Training Mode teaches all the Bumps, Spikes, Serves and Saves to make you the Champion!
-  Take your team all the way to the finals in your quest for the Gold Medal!



**SUPER NINTENDO  
ENTERTAINMENT SYSTEM**



Product Information Number 170



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# Micro Machines

**Review**

## **CODEMASTERS GENESIS**

Lower Farm House, Stonythorpe; Souham,  
Warwickshire, England CV33 0DL

Jonathan Gagnon

If you've always dreamed of racing vehicles across pool tables, school desks, and bathtubs, then hold on to your helmet — welcome to *Micro Machines*. Who needs hot asphalt when you can race through your house as one of 11 different racers in one of nine different *Micro Machines* on 32 different tracks? There's no way you're going to tire from this game!

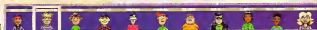
You can race in the Challenge level against all the racers, or you can go head-to-head with a friend. There are even bonus time trials if you're good enough to place first in three different races.

Unlike a lot of video games based on toys, *Micro Machines* is original, fun, humorous, and colorful. Since you can set the drivers' handicaps, you can decide how much challenge you want, and increase the skill level as you gain practice. But here's just a little advice: don't slip in the milk, that ruler is probably a bridge, and watch out for those bubbles!

GP



You can race in Challenge mode or head-to-head with a friend.



So which racer are you going to be?



Stay inside the cereal track while avoiding the oranges.



It's OK to drive on the box of Toppies cereal — it's part of the track.



Cross the ruler, but watch out — it's easy to drive off its edge.



Use the playing card to get back on the pool table.



Oil slick: to be avoided.



Make sure you slow down for corners!

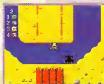
You sink and lose time if you fall in the water during this bonus stage.



Bubbles cost you precious seconds, but you can gain time if you push your opponent into them.



Gain some speed before you jump the water.



|                  |   |
|------------------|---|
| GRAPHICS         | 7 |
| SOUND FX         | 5 |
| MUSIC            | 6 |
| BELLS & WHISTLES | 6 |
| CONTROL          | 8 |
| REPLAY VALUE     | 8 |

OVERALL

7



# Out to Lunch

view

**MINDSCAPE  
SUPER NES**

60 Leveroni Court  
Novato, CA 94948

Patrick McGee

As Pierre le Chef, you're about to prepare your famous soup — when all your ingredients decide to make a run for it. You're only choice is to chase after your food to save your recipe from disaster.

You travel through 48 levels in six countries armed only with a big net and a massive appetite. Once you've stunned, jumped, or cornered a vegetable or other ingredient, you can put it in a cage for safekeeping. Get rid of the particularly nasty vegetables before they make mincemeat out of you!

Specialty items such as wooden spoons, flaming flambe, or magic aprons add spice to *Out to Lunch*, and secret bonuses and hidden levels are sweet to find. There's also a one-or-two-player option and a high-score table that keeps track of the lead chef.

The only downfall in *Out to Lunch* is that the play control is a little weak — a big disadvantage when you spend your time chasing things. It's also difficult to judge your distance from the various food items. If you get too close, you're knocked down and drop all the food you've collected.

But *Out to Lunch* has a great game concept, and you have to admire the designers for its fun, but nonviolent theme. It's fun to chase after food that doesn't follow a set pattern, but instead runs from you with some intelligence. *Out to Lunch* lets you play with your food and not get in trouble for it!



The more ingredients you drop into the cage at one time, the more points you earn.



The snowmen in this bonus world want you to have a ball!

Jump on poisonous mushrooms twice to get rid of them.



Use the teleporters to reach the different areas in Greece.



Watch out for evil Chef Noir — he lets all the food out of the cage.



You get higher points for capturing cornered food.

Don't overlook specialty items such as this one-up.



Pick up extra points in the Fruit bonus world.



Super-jump off this spring to reach the magic apron, which gives you temporary invincibility.



If you find these bells, ring each one once (starting from the left), then grab the giant snowflake to enter a secret warp.

|                  |   |
|------------------|---|
| GRAPHICS         | 7 |
| SOUND FX         | 6 |
| MUSIC            | 6 |
| BELLS & WHISTLES | 5 |
| CONTROL          | 4 |
| REPLAY VALUE     | 5 |

OVERALL

5

# COMING SOON.....



LICENSED BY

Nintendo

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**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



ULTIMATE FIGHTER™



SN-1188A

Product Information Number 124

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# Paperboy 2

review

TENGEN  
GAME GEAR

P.O. Box 380782  
Murphy, CA 95036-0782

Jonathan Gagnon

Grab your trusty bike — you've got a new route. In *Paperboy 2* for Game Gear, *The Daily Breeze* is counting on you to deliver the local news, sports section, and crossword puzzle to its many customers. But this ain't no joyride.

You must use your motor-cross smarts to dodge runaway baby carriages, crazy skateboarders, and many unfriendly dogs, all the while keeping perfect aim with your stack of papers. *The Daily Breeze* doesn't listen to excuses — if you screw up, you're outta there.

If you played *Paperboy* for other systems, you know what to expect from this game. Likewise, if you liked it for other systems, you're going to enjoy this one. However, if you own the game already, there's nothing new here to entice you. Your only option is whether to play as a boy or girl, and the only differences between the two are a pink bike vs. blue and a ponytail vs. short cut.

GP

Aim is crucial if you want to pop the paper into the mailbox.



Look — a nice new car with shiny windows.



You can foil an attempted robbery by smacking the thief with a paper.



Dogs: the natural enemy of the paperperson.



| MONTHLY RINGED RECORD |   |
|-----------------------|---|
| NEWSPAPERS            |   |
| PAPERBOY              | 0 |
| PAPERGIRL             | 0 |
| TOTAL                 | 0 |

Study your route to see where your subscribers live.



Water jumps are only part of the training course.



Keep up your stock by picking up extra piles of newspapers.

*The Daily Breeze*  
EXTRA! EXTRA!  
NEW CARRIER JOINS!

ROUTE EASY

PAPERBOY

PAPERGIRL

*The Daily Breeze*  
EXTRA! EXTRA!  
PAPERBOY FIRED!

TEEN CLEANER SPICES DID DAMAGE



"GANGBROS" CRUISED SCREAMING MOB

Keep those subscribers happy, or it's hasta la vista, baby.

|                  |   |
|------------------|---|
| GRAPHICS         | 6 |
| SOUND FX         | 5 |
| MUSIC            | 5 |
| BELLS & WHISTLES | 5 |
| CONTROL          | 6 |
| REPLAY VALUE     | 5 |

OVERALL

5

What's it going to be — paperboy or papergirl?

# STRATEGIC THINKING. KILLER INSTINCTS.



The only action game that requires strategy to win. The only strategy game that's hot enough to melt your armor. With the advantages of an advanced 3-D flight simulator, as well as a shrewd and cunning mind, you'll face the most ferocious intergalactic combat yet seen. Mechwarrior. One of the most original games ever developed.

It's the year 3027.

Revenge is your motive. A Battlemech is your method. Outmaneuver, outsmart and outfight the Dark Wing Lence. Pursue every lead.

Trook them to the furthest corners of the galaxy. But ya' gotta be smart. Only a great

strategy can ensure victory. Use your missiles, cannons, lasers and jumpjets wisely if you expect to defeat your crafty foes. Your reward? More money to build more powerful 'Mechs, critical to

completing your ever more complicated missions.

Perched in the control room of a 60-ton 'Mech, incredible 3-D graphics allow you to command the action.

Use the practice mode and save game features to jump straight into the action. Whether you choose instant action or the rewards of an entire combat career, it's sure to make you sweat bullets. It's Mechwarrior.

**ACTIVISION**



# Race Drivin'

## Review

### TENGEN GENESIS

P.O. Box 360782  
Milpitas, CA 95036-0782

Doug Brumley

Just when you thought driver's education taught you all you really need to know behind the wheel...

You learned to stay in your lane, keep a safe distance behind the car in front of you, and, most importantly, never, ever speed. Well, you'd better roll down the window and throw out that driver's ed mentality if you expect to get the most out of *Race Drivin'*. This Genesis cart is the home version of the arcade hit, but without the arcade's realistic steering wheel, pedals, and stick shift. Since you use only a normal controller, putting the car through its paces takes quite a bit more dexterity — especially when choosing to shift the car manually.

Although cruising along at speeds reaching 140 mph may give you quite a rush, colliding head-on with an oncoming 18-wheeler may not have the same effect. And taking a corkscrew at over 120 mph may be exhilarating, but one wrong move could be the equivalent of bungee-jumping without a cord. You get to relive all the fiery wrecks on instant replay, which takes you out of the driver's seat to give you an aerial view of the scene.

Precious seconds are added to

the clock as you pass various track checkpoints, but if you run out of time, your car dies in mid-boost. Another timer keeps track of your lap time — if you beat the qualifying time on either the original or the super-stunt track, you're challenged by that track's defending champion. Beat him, and you become the champ.

In general, *Race Drivin'* doesn't capture the realism and excitement of its arcade counterpart. But for arm-chair racers, it's worth your time to buckle up and give it a test drive.



When you're coming off the loop on the super-stunt track and heading for the corkscrew, make sure your car is centered in the right lane, then hold down the accelerator until you reach flat land again. Be ready for a sharp left turn when you leave the corkscrew...

## GP



Hop into a roadster, sportster, or speedster — whichever suits your fancy. Each car offers automatic or manual transmission.



Slow down for turns by tapping — not holding — the brakes.



Use the speed-limit signs before jumps and loops to know how much to speed up or slow down.



Watch the instant replay to check out your more spectacular wrecks.



Beat the qualifying time to earn a shot at racing the track championship.



*Race Drivin'* offers three pre-designed tracks — autocross, super-stunt, and the original *Hard Drivin'* stunt-and-speed track. You can also design your own.

|                  |   |
|------------------|---|
| GRAPHICS         | 6 |
| SOUND FX         | 7 |
| MUSIC            | 7 |
| BELLS & WHISTLES | 5 |
| CONTROL          | 5 |
| REPLAY VALUE     | 6 |

OVERALL

6

# You're Up Ship's Creek



If you sink you've seen everything, wait a minnow. Aquatic games is the wildest, wackiest sports game ever. Dive head first into Olympic events like the 100 Meter Splash, Eel leaping and Kipper Watching. It's a shell of a good time for everyone from parents to little squids!

You'll laugh so hard you'll wet your pants, but that's what's so fin-tastic about this game. Nobody will even notice! Individuals and teams. Up to 4 players.

 **SEIKA**  
Excuse 'All The Rules

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# Rex Ronan — Experimental Surgeon

Review

## RAYA SYSTEMS SUPER NES

2570 West El Camino Real, Suite 309,  
Mountain View, CA 94040

Jonathan Gagnon

The tobacco industry had better watch out — there's a new hero in town: Rex Ronan. The goal of this doctor/hero is to stamp out smoking as well as fight the diseases brought on by that nasty habit.

As Rex, you bravely volunteer to be shrunk to near-microscopic size in order to perform highly experi-



Blackburn Tobacco will do anything in its power to stop Dr. Ronan.

When you reach a yellow circle, you must answer a true-or-false question about smoking.



mental laser surgery on a smoking victim. Your patient — or guinea pig — is Jake Westboro, who desperately needs something to eliminate the buildup on his teeth, the tar in his lungs, and the rest of his body's reactions to years of smoking. Making matters worse for poor Jake, a tobacco company has injected robots

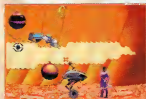
into him to keep the experiment from being a success.

OK, sure, *Rex Ronan* is an educational game that's a little heavy on the preaching. But it addresses a serious subject, and Raya Systems has done a good job of translating boring tobacco statistics into an action game. It doesn't do any harm to use game systems to educate and inform, and *Rex Ronan* is a fun, interactive way to read a serious message to kids of all ages.

GP



Don't let the robots keep you from cleaning off the leukoplakia.



Slowly move from left to right and destroy each enemy you encounter — that way you're not fighting ten guys at once.



Jake Westboro once sold cigarettes, but now he's dying from them. His only hope is Dr. Rex Ronan.

The disease you're fighting is leukoplakia, a disorder of the mucous membranes.



Shoot enemies before removing tar from the teeth.



Grab icons for firepower upgrades and other goodies.

|                  |   |
|------------------|---|
| GRAPHICS         | 7 |
| SOUND FX         | 5 |
| MUSIC            | 5 |
| BELLS & WHISTLES | 6 |
| CONTROL          | 6 |
| REPLAY VALUE     | 6 |

OVERALL

6

# Rocket Knight Adventures

Review

KONAMI  
GENESIS

900 Deerfield Parkway  
Buffalo Grove, IL 60089

Chris Slate

Konami has struck gold with one of its best 16-bit titles yet, *Rocket Knight Adventures*. As wily opossum Sparkster, it's up to you to lead the Rocket Knights into battle against the evil forces of Emperor Devotindos and Axle Gear, the Black Knight. These guys have terrorized the kingdom of Zebulos and taken its princess hostage. Is there no end to their villainy?

The game play in *Rocket Knight* is reminiscent of early 8-bit hits such as Capcom's *Mega Man*. There's a fresh challenge around every corner — the game never lags in any one place long enough to become tiring or repetitious. As in many action titles, much of the game's success rests on its star character. Is he easy to control? Is he well animated? Does he possess unique abilities that add to the overall structure of the game? Sparkster's answer is "yes" in every case — plus he's one good-lookin' possum.

*Rocket Knight Adventures* gives you the classic game play that established Konami back in the early days of video games, as well as the 16-bit graphics and state-of-the-art technology of today. Now all we need is a Sparkster/Simon Belmont team-up!

GP

Missiles rain down as Sparkster arrives in a war-torn future-cape — maybe he should have just stayed home.



Lightbulbs flash at Konami and a new hero is born — Sparkster the Rocket Knight!!!!



## Big Bruisers



Rocket Knight's bosses are huge, and the fool soldiers aren't anything to sneeze at, either!



Flying stages add variety by incorporating traditional shooter game play.



After clearing the spikes on the rail cart, be on the lookout for bomb-tossing pig soldiers.



Sure they've got guns, tanks, monsters, and legions of troops, but Sparkster's got a prehensile tail!

Either stay in close or keep your distance to avoid their attack — just don't get caught in the middle.



|                  |   |
|------------------|---|
| GRAPHICS         | 9 |
| SOUND FX         | 8 |
| MUSIC            | 7 |
| BELLS & WHISTLES | 8 |
| CONTROL          | 8 |
| REPLAY VALUE     | 9 |

OVERALL

9

This tank gunner is only the first of the game's many large bosses. Fly over him when he nears the screen's left and attack him from behind.

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This round is over  
when you left jab the  
big bruiser.



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You didn't. He's sitting over there moving his thumbs. You're in the middle of an infrared ring, punching and kicking. It'll hit him fast. You've got better moves because you're moving your whole body. He only uses two thumbs. With *External Champions*, for example, you kick left and right and your character kicks left and right. When you punch back, your character punches back. The guy with the regular controller doesn't have a chance, unless you're completely out of shape. It's not exactly a fair fight, but who cares about being fair?

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Product Information Number 225

H E N E X T L E V E L™

# Spellcraft

review

ASCH  
SUPER NES

366A Lakeside Drive  
Foster City, CA 94404

Billy R. Moon

**S**pellcraft, as the name implies, is a role-playing game with heavy emphasis on building experience and using magical spells. At the beginning of the game, you're introduced to Garwayen, a great wizard, who immediately informs you he's picked you as his successor when he retires. To this end, you must travel through Valoria to learn magical abilities.

As *Spellcraft* progresses, you discover formulas for a multitude of spells, as well as the various elements and materials you must combine to make the magic work. Unfortunately, evil monster types are prevalent, and they'd love to see you fail.



The great wizard Garwayen is your guide through Valoria. Heed the advice he gives each time you discover something new.

Garwayen also provides you with a faithful assistant Selina. She is a great help to you in the spellcasting department.



To cast a spell, discover its formula, then collect ingredients. Once you have the required items, return to Stonehenge to mix it up.



If you're killed in the real world, you must fight your way through the Dark World for a second chance at life. Unfortunately, your magic does you no good here.

Most enemies can be beaten with a simple series of dodges and blows. Coax the first



couple of monsters into attacking, then step aside to dodge their blows...



...then quickly counterattack after their weapons pass you by. You must dodge in a certain direction for each enemy attack.

Dodge left when this guy swings his sword, but if he attaches



his head to its tip, dodge right. You can take him out with a relentless, steady attack.



Search each island thoroughly for magical balls that give you the formulas for your spells.

Combat is handled in semi-real-time — similar to the interface in Electronic Arts' *Immortal* (and other games). Basically, you're on-screen with your opponent and can dodge his blows or lunge with one of your own. Most enemies can be defeated if you master a certain combination of dodges and blows. This may be appreciated by action fans, but role-players may prefer the menu-strategy arrangements more common to true RPGs.

As a whole, *Spellcraft* is a good game, but it's fairly generic. The cookbook approach to spellcasting is better than the overly complicated methods used by lots of magic-oriented RPGs, but that's really the game's only original element. *Spellcraft* depends on a dated gaming concept that just can't compete with more up-to-date RPGs. However, there aren't that many RPGs for Super Nintendo, so *Spellcraft's* release is worth celebration for that fact alone.

|                  |   |
|------------------|---|
| GRAPHICS         | 7 |
| SOUND FX         | 6 |
| MUSIC            | 6 |
| BELLS & WHISTLES | 5 |
| CONTROL          | 7 |
| REPLAY VALUE     | 5 |

OVERALL

6

Will they  
save us, Ren?

I hope so,  
Stimp...your breath  
is keeling me!



Up to 16 lip-smacking levels of twisted gameplay, man! Yes, sir I like it!



Lead up on pattern-pavement like sticky socks, board-oids, Pevoked Toast™, even Lajj™!



Bizarre graphics and voice tracks make you feel like you're in the show. Oh, Jay!

Holy Lederhosen! Ren Hoek & Stimpylemon are trapped in their own TV show...and it's up to you to bust 'em out before they fall victim to unsightly yellow build-up—or worse!

All you have to do is help your heroes survive four of their classic episodes—including an enchanted, yet *deesgusting* journey through Stimpylemon's digestive system.

So don't just watch Ren & Stimpylemon—play Ren & Stimpylemon. And don't forget your breath mints!

# VEEDIOTS!

**SUPER MINTZENS**  
SUGARFREE BREATH MINTS



**T•HQ**  
SOFTWARE

Coming Soon For  
**GAME BOY**

# We're Back! A Dinosaur's Story

REVIEW

## HI TECH EXPRESSIONS SUPER NES

584 Broadway, Suite 1105,  
New York, NY 10012

Patrick McGee

**T**hud, thud, thud... rumble... ROAR!  
*We're Back!* is a new action game featuring the world's most visible extinct creatures — dinosaurs.

But unlike the critters running loose in Jurassic Park, the *We're Back!* dinosaurs are cute and friendly. You play Rex, a Tyrannosaurus Rex, one of a group of time-traveling dinosaurs running around New York City. Your friends have been kidnapped by evil Professor Screweyes, and it's up to you to rescue them.

Rex is a very unusual dinosaur; he can throw an endless supply of rocks and can climb trees, ropes, and buildings. Throughout each level, he collects dinosaur eggs and brain power — once he has enough brain power, he can perform the mighty Tail Swipe and Thunder Stomp. He can also call on one of four dinosaur friends for help. Woog knocks down walls, Dweeb fights anyone in your way, Elsa flies you to bonus areas, and Vorb provides extra brain power.

Each of the three levels in *We're Back!* has three zones. At the end of each level you must do battle

with the professor's latest weapon of destruction. The action is light-hearted, as befitting a game based on a kid's movie. It's not too elaborate, but it can be challenging — although different difficulty levels help even up the odds. You should check it out if for no other reason than to hear Rex's really cool roar.



In Zone 1 of the Thanksgiving Parade level, call on Woog to knock down this wall — there's a one-up waiting!

The evil professors in the Balloon Blowout level drop bombs in V-shaped patterns. Duck under them, then jump on top of the gondola.



Climb all the trees in Central Park — there's a one-up in this one.



Look for the platform area in the zoo. It's loaded with brain power-ups.



Your final confrontation is with the evil professor and his mechanical dinosaur.

Once you find Elsa, you can fly to special bonus areas.



Don't lose your head when you're up against the Crazy Crane. Remember to duck under the scoops.



The construction site is extremely hazardous.



Use your super-run to avoid these falling scaffolds in Manhattan, Zone 2.

|                  |   |
|------------------|---|
| GRAPHICS         | 5 |
| SOUND FX         | 9 |
| MUSIC            | 5 |
| BELLS & WHISTLES | 7 |
| CONTROL          | 6 |
| REPLAY VALUE     | 5 |

OVERALL

6

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# The Wizard of Oz

Review

SETA  
SUPER NES

105 East Reno Avenue, Suite 22,  
Las Vegas, NV 89119

Billy R. Moon

Forget the classic L. Frank Baum books — this video game is strictly based on the equally classic 1939 film. Since the average viewer has had the pleasure of watching that particular movie at least 56 times, it should be obvious what to expect in a video-game adaptation. Unfortunately, this title doesn't quite make the trek down the yellow brick road.

The problem with *The Wizard of Oz* is that if it's going to be based on the movie, it should stick to the plot. The action that follows Dorothy is obvious filler, while the *real* action scenes — such as the tornado that brings her to Oz — are used only as an intro sequence. By the same token, Dorothy's visit in Munchkin Land is reduced to one scene in which you invade Munchkin homes and fight their furniture while collecting jewels to throw at frogs and lemons (!).

*The Wizard of Oz* also manages to fall short in the technical department. It takes some effort, for example, to recognize the songs used in the soundtrack, despite the fact that it's one of the most recognized musicals ever. The notes are there, but the hollow-sounding instrumentation results in an overly muddy sound that only gets worse if you connect the SNES to a quality stereo.

The simple fact of the matter is that this cart doesn't take advantage either of the SNES capabilities or the movie on which it's based. It's not a bad game, per se, but with the material Seta had to work with, it could have been a whole lot better.

GP



Dorothy's primary weapons are jewels and yellow bricks that she throws at her enemies. Her supply is limited, though, so use them sparingly.

Enemies that aren't hopping or flying can usually be taken out with a solid kick.



Check the treetops for any magic energy bubbles that might be floating around.



Replacing Dorothy's ruby slippers with winged shoes allows her to float in the air.



You spend a lot of time in the cornfields, where crows are a constant problem. Once you've rescued the Scarecrow, switch to his character and scare away the birds.



Pick up some extra lives at the mill in the middle of maze meadow. Once you're

inside, use the Scarecrow to chop away those nasty saw blades...



...then switch back to Dorothy and float to the upper left. Once you've gotten the magic bow, exit the mill, then reenter and repeat the process until your floating shoes run out of juice.



Since the Tin Man is made of metal, he can walk safely through some of the swamps that try his fellow travelers.

|                  |   |
|------------------|---|
| GRAPHICS         | 6 |
| SOUND FX         | 6 |
| MUSIC            | 7 |
| BELLS & WHISTLES | 6 |
| CONTROL          | 7 |
| REPLAY VALUE     | 8 |

OVERALL

6

Oh man, we'll  
be rich!

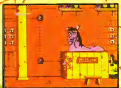
Happy, happy,  
money, money!!



Lead your heroes through 12 fabulous  
Chapters—all based on actual episodes  
of *The Ren & Stimpy Show*.



Assorted power-ups like glazed ham,  
money bags, even loving chickens.



Cool graphics and voice tracks make  
you feel like you're in the show.  
Yai Mr. Horse™.

**The  
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So let some other eediot mow the neighbor's lawn. It's time to  
play Buckerää\$—and make meillions the Ren & Stimpy way.

# BUCKERÄÄ\$!

LICENSED BY:

**Nintendo**



**T•HQ**  
SOFTWARE

Product Information Number 112



# AHEAD OF THE GAME

When you're in the biz, you hear things. Strange things. Disturbing things. Things that no man, woman, or child should ever know. Sometimes we hear game stuff, too.

For instance, Sega's *Virtual Fighters* will be coming to Genesis in late '94 after its stint as an arcade game. Look for the same polygon technology as in Sega's *Virtual Racing*. • And speaking of fighting games, American Sammy will bring *Survival Arts* to arcades in early '94 and possibly to home platforms soon after. • Even though Bandai won't be showing at the Winter CES, don't count it out. Its *Mighty Morphin' Power Rangers* toys are at the top of the charts and primed for SNES and Genesis release sometime next spring. • Argonaut will develop for Electro Brain the first third-party Super FX game, called *Citadel*. • You knew it had to happen — Sega has the license to *Barney the Dinosaur*. • FCI, not American Sammy, will be releasing the long-delayed *Might and Magic III*, the mouse-compatible RPG for Super Nintendo. If you

can find a copy of RazerSoft's *Stormlord* that contains the "show-all" fairies, grab it — It's the hottest collectible since Tengen's original *Tetris*. • Congratulations to ASCII, recently

named vendor of the year by Toys 'R' Us! That's a lot of rapid-fire, fellas! That's it. My brain hurts.

—C.S.

## The Games We Wanna Play

- 5 Jurassic Park CD:** Where is it? Where? Sure good games take time to program, but at this rate JP CD must be the best game ever!
- 4 Genesis Shadowrun:** Sega's *Shadowrun* still hasn't seen the light of day, but new projects like the *Johnny Mnemonic* movie have put us in the mood!
- 3 NBA '94: Bulls vs. Suns:** Look for fast, smooth-moving players and hot new features. Plus, it's the only way you'll see Jordan play again (sob!).
- 2 Speed Racer:** Speed's cool as all, but what I really wanna see is Pops Racer back in action! Yeah! He'd whip 'em all — even the monkey!
- 1 Castlevania: Bloodlines:** Konami's bad-boy Belmont is still numero uno this month. You sick, twisted *Mortal Kombat* fans will love the blood 'n gore!

## AH-3 THUNDERSTRIKE

Jungle Strike fans will love *AH-3 Thunderstrike* — it puts you right in the cockpit! JVC takes full advantage of Sega CD's advanced scaling and-rotation effects with full-throttle, in-your-face warfare! There are a number of top-secret missions from which to choose, including a raid on arms-runners, battling river pirates, liberating a town, and much more.

The sound, music, and game play are very cutting-edge, from serious military debriefings with live audio to your screaming missiles. I'm tellin' ya, this is one hot game!



| Sega CD   |            |
|-----------|------------|
| PUBLISHER | DEVELOPER  |
| JVC       | Core       |
| megas.n/a | action/sim |
|           | Dec./Jan.  |

## ALADDIN

With all the attention the Genesis *Aladdin* is receiving, many players may have forgotten that Capcom's been slaving away on a SNES version of the record-breaking cartoon. Even though this version has no ties to Sega's game, much of the action is similar because both games follow the movie's plot so closely.

As the young "street rat" Aladdin, you must save the beautiful Princess Jasmine and restore freedom to the people under Jafar's tyrannical sandal. With only the loyal Abu at your side, it's not going to be easy — you're in for a lot of fun, though!



|                                    |           |
|------------------------------------|-----------|
| Super NES                          |           |
| PUBLISHER                          | DEVELOPER |
| Capcom                             | Capcom    |
| megs: n/a / action/adv. / December |           |

# EAT YOUR SPINACH

Gobble up the green stuff for super socking power 'cuz Popeye 2 is tough to beat! Battle Bluto and lots of pesky pests as Popeye sails the seas, dives through shark-infested water and creeps through caves to find hidden treasure and save the lovely Olive Oyl! It's 1 or 2 player, action-packed fun from Activision, only on your Nintendo Game Boy system.



**ACTIVISION**

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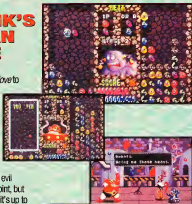
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**24  
MEG!**

## DR. ROBOTNIK'S MEAN BEAN MACHINE

He's big, he's bald, he's the man you love to hate — he's Dr. Robotnik! Sonic's arch-enemy has somehow managed to wrangle his own Genesis game, aptly titled *Dr. Robotnik's Mean Bean Machine*.

In it, the evil doctor is up to his old antics, this time menacing the poor people of Mobius. He's using his Mean Bean Machine to turn them into evil robots! Usually Sonic steps in at this point, but he's nowhere to be seen this time. So it's up to you to save the good folks of Mobius by pairing them into teams so they can escape the Tetris-type puzzles.



|                 |                 |
|-----------------|-----------------|
| Genesis         | DEVELOPER       |
| Sega of America | Sega of Japan   |
| 4 megs.         | puzzle December |

## FUN N' GAMES

Is the weather outside just frightful? Are all your friends out of town for the holidays? Maybe you're grounded and can't get to the mall. Never fear! Tradewest has just the solution — *Fun N' Games*, the ultimate package of video-game activities!

This one cartridge contains the Dynamite Drawing Board, the Magic Music Machine, Stylin' Stuff, Mix 'N' Match, and Arcade Adventure (this one's three games in one)! *Fun N' Games* is custom-made for younger players, but gamers of all age should enjoy these zany, creative games. Dare I say it? It's fun for the whole family!



|           |                       |
|-----------|-----------------------|
| Genesis   | DEVELOPER             |
| Tradewest | Leland Interactive    |
| megs: n/a | activity release: n/a |

# CLAW

YOUR WAY TO THE TOP

It's claw-to-claw combat as the movie's most fearsome creatures come face to ugly face! It's *Alien vs. Predator: The Last of His Clan!* With four powerful Predator weapons you'll fight five types of Aliens on seven maze-like levels before dueling with the dreaded Alien Queen. It's an action-packed adventure from Activision, only on your Nintendo Game Boy System.



**ACTIVISION**

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Product Information Number 104

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ACTIVISION.

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5 SECOND PRIZES

10 THIRD PRIZES

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P.O. Box 29364  
Greensboro, NC 27429

QUESTION: How many types of BattleMechs are there in MechWarrior?

ANSWER: \_\_\_\_\_ (Answer found on every box!)

Name \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Telephone # \_\_\_\_\_



Where necessary, MechWarrior is a registered trademark of Atari Corporation. All rights reserved. Super Nintendo Entertainment System and the official seal are registered trademarks of Nintendo of America Inc. © Funcozone, Inc. is not affiliated in any way with Nintendo of America Inc. See entry for answer. "Question" title the origin or print your name, address, city, state, zip code, phone number, age, and the words "Game Players MechWarrior Contest" on a 3" x 5" piece of paper and mail to Game Players MechWarrior Contest, PO Box 25584, Greensboro, NC 27429.

Please complete list of contest rules and prize values, and your request in self-addressed stamped envelope by 01/15/94 to the above address.

## HIGH SEAS HAVOC

The seven seas will never be the same now that Brutal Bernard is once again searching for treasure — and not just any treasure, but the magical gem Emerelda. The villain has stolen the map leading to Emerelda, and if he finds her, he can rule the world. Can anyone stop the scallywag? Certainly: Capt'n Havoc is already swashbuckling into action!

This new Genesis game from Data East isn't exactly an *Uncharted Waters* simulation — it's a light-hearted adventure in which you must collect treasure and rescue kidnapped friends. Its 13 stages take you out of your pirate ship, too, and across land and up mountains. Get your sword and running shoes ready!



|                                    |           |
|------------------------------------|-----------|
| Genesis                            |           |
| PUBLISHER                          | DEVELOPER |
| Data East                          | n/a       |
| megs: n/a / action/adv. / December |           |

# RAISE YOUR SPIRITS

It's fiendish fun for everyone with The Real Ghostbusters. Look for hidden keys and secret passages in the haunted mansion while fighting off fearsome phantoms and neutralizing negative auras through 51 challenging levels! The Real Ghostbusters. Outrageous, hair-raising fun from Activision, only on your Nintendo Game Boy System.



**ACTIVISION**®

The Real Ghostbusters is a trademark of Sony Pictures Entertainment, Inc.

Product Information Number 104





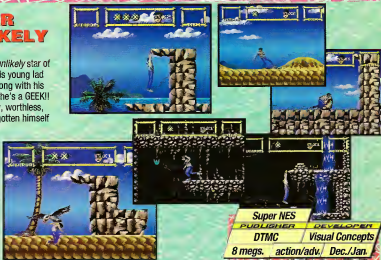


## LESTER THE UNLIKELY

*Lester the Unlikely* is the unlikely star of DTMC's holiday lineup. This young lad Lester doesn't quite get along with his fellow chums — because he's a GEEK! That's right, he's a clumsy, worthless, washed-out moron! He's gotten himself into a ton of trouble, and he expects you to get him out of it!

AAARRGGGHHH!!!

But... it might be kind of fun — now that we think about it, you get to set Lester against mean birds, creepy plants, cannibals.... this just might prove to be interesting, after all!



| Super NES |                       |
|-----------|-----------------------|
| PUBLISHER | DEVELOPER             |
| DTMC      | Visual Concepts       |
| 8 megs.   | action/adv. Dec./Jan. |

## SUPER BATTLETANK 2

They're sending you *back* — back to the heat of the desert, back to the heat of combat. And *this* time, it's not going to be easy. It *will* be a whole lot of fun, though!

*Super Battletank 2* is the land half of Absolute's war simulation double-header, dropping you back inside your trusty M1A2 Abrams tank to head behind enemy lines once more. As with *Turn and Burn*, *Super Battletank* has its share of new features, such as full-motion video of enemy armament being blasted to bits.

Fans of the first *Battletank* can expect the same high-quality graphics and sound in this game that made the original such a winner. No doubt about it, Absolute's coming out with its guns a-blaazin'!



| Super NES |                       |
|-----------|-----------------------|
| PUBLISHER | DEVELOPER             |
| Absolute  | Absolute              |
| megs: n/a | action/sim. Dec./Jan. |

# GAMES GALORE

We Now Carry Neo Geo at Fantastic Prices

## SNES - SPORTS

|                        |          |
|------------------------|----------|
| 2020 Baseball          | \$ 82.00 |
| ABC Monday Football    | \$ 85.00 |
| Aero The Acrobat       | \$ 85.00 |
| All Heavyweight        | \$ 49.00 |
| Amateur Tennis         | \$ 49.00 |
| American Gladiator     | \$ 93.00 |
| Andre Agassi Tennis    | \$ 49.00 |
| Battle Blazers         | \$ 45.00 |
| Best Ball              | \$ 49.00 |
| Best of the Best       | \$ 49.00 |
| Block Base             | \$ 50.00 |
| Boat Hull Racer        | \$ 35.00 |
| Call! Game 2           | \$ 49.00 |
| Chasing Boats          | \$ 47.00 |
| Diamond Challenge      | \$ 51.00 |
| Dig & Spike Volleyball | \$ 48.00 |
| ESPN Baseball          | \$ 53.00 |
| ESPN Football          | \$ 84.00 |
| Football Fury          | \$ 45.00 |
| Foreman's Boxing       | \$ 49.00 |
| Grand Prix             | \$ 49.00 |
| Hit The Ice            | \$ 48.00 |
| Hockey                 | \$ 49.00 |
| Hole In One Golf       | \$ 49.00 |
| Howe Highway           | \$ 48.00 |
| J. Cornes Tennis       | \$ 48.00 |
| Measur'ed Golf         | \$ 50.00 |
| Mountain Sports        | \$ 35.00 |
| Mutual League Football | \$ 45.00 |
| NEA Allstar Challenge  | \$ 48.00 |
| NEA Jam Session        | \$ 48.00 |
| NCAA Basketball        | \$ 48.00 |
| NFL Football           | \$ 50.00 |
| NHL/NBA Hockey         | \$ 32.00 |
| Out To Lunch           | \$ 49.00 |
| Pole                   | \$ 51.00 |
| Quarterback Club       | \$ 55.00 |
| Rickard Snow Bowling   | \$ 47.00 |
| Rick & Roll Racing     | \$ 47.00 |
| Roller Runnin'         | \$ 50.00 |
| Slam Quiz              | \$ 49.00 |

|                      |          |
|----------------------|----------|
| (Magic Johnson)      | \$ 49.00 |
| Sports Inse Football | \$ 56.00 |
| Super Sports Genes   | \$ 49.00 |
| Super Dodge Ball     | \$ 63.00 |
| Super Golf           | \$ 50.00 |
| Super High Impact    | \$ 48.00 |
| Super Ski Shot       | \$ 50.00 |
| Super Tennis         | \$ 48.00 |
| Super WWF 2          | \$ 56.00 |
| Super Wrestling      | \$ 44.00 |
| T&D Bowling          | \$ 50.00 |
| Turf Golf Classics   | \$ 48.00 |
| Turf E-Muff          | \$ 53.00 |
| WCW Super Bowl       | \$ 49.00 |
| Winter Olympic Games | \$ 54.00 |
| World Cup Soccer     | \$ 48.00 |
| Wrestlemania         | \$ 52.00 |

## SNES - SIMULATION

|                       |          |
|-----------------------|----------|
| Battle Ground Pin     | \$ 49.00 |
| Cyberpinch            | \$ 43.00 |
| Defeat Strike         | \$ 49.00 |
| F-Zero                | \$ 49.00 |
| Jackal 3-D            | \$ 52.00 |
| Shadow of Beast       | \$ 54.00 |
| On The Ball           | \$ 49.00 |
| Pilot Wings           | \$ 49.00 |
| Road Runner           | \$ 48.00 |
| Radio Flyer           | \$ 39.00 |
| Railroad Tycoon       | \$ 51.00 |
| Road Race 4WD         | \$ 51.00 |
| Solo Flight           | \$ 55.00 |
| Super Battleship      | \$ 44.00 |
| Super Battle Tank     | \$ 49.00 |
| Super Battle Tank 2   | \$ 46.00 |
| Super Creations Pelco | \$ 39.00 |
| Super 1000            | \$ 49.00 |
| Super Mario Kart      | \$ 48.00 |
| Super Off Road        | \$ 50.00 |
| Super Strike Eagle    | \$ 53.00 |
| Swiftdown             | \$ 32.00 |
| Tear Drive 2          | \$ 50.00 |
| Turf War              | \$ 45.00 |
| Turf War 2            | \$ 47.00 |

## SNES - STRATEGY

|                         |          |
|-------------------------|----------|
| Cocoon Knight           | \$ 33.00 |
| Clash of Champions Pool | \$ 40.00 |
| Crossbreeder            | \$ 50.00 |
| Chyffler 3              | \$ 43.00 |
| Clue                    | \$ 45.00 |
| Conflict                | \$ 49.00 |
| Conquest 2000           | \$ 53.00 |
| Genji's Rhin 2          | \$ 38.00 |
| Final Fantasy           | \$ 48.00 |
| Jewelpipe               | \$ 48.00 |
| King Arthur's World     | \$ 51.00 |
| Mario Paint             | \$ 58.00 |
| MagiNite                | \$ 48.00 |
| Manege                  | \$ 46.00 |
| Operation Logic Bomb    | \$ 32.00 |
| Pen Attack              | \$ 41.00 |
| Peonies 2               | \$ 49.00 |
| PTSD                    | \$ 56.00 |
| Punisher                | \$ 48.00 |
| Reb 3                   | \$ 49.00 |
| Shangri 2               | \$ 50.00 |
| Side Pocket             | \$ 47.00 |
| Sim Ant                 | \$ 46.00 |
| Sim City                | \$ 47.00 |
| Sim Earth               | \$ 57.00 |
| Spin Wizard World       | \$ 47.00 |
| Super Bomberman         | \$ 48.00 |
| Super Bomber Bros       | \$ 49.00 |
| Super Conflict          | \$ 49.00 |
| Super Kick'n Home       | \$ 56.00 |
| Time Slip               | \$ 48.00 |
| Tronix                  | \$ 44.00 |
| Vegas Strikes           | \$ 48.00 |
| Wheel of Fortune        | \$ 54.00 |
| Worldie                 | \$ 42.00 |
| Yan's Cookie            | \$ 49.00 |

## SNES - RPG

|                         |          |
|-------------------------|----------|
| 7th Saga                | \$ 50.00 |
| Acthriser 1             | \$ 54.00 |
| Arms Odyssey            | \$ 53.00 |
| Dungeon Master E        | \$ 59.00 |
| Evilz                   | \$ 48.00 |
| Eye of Beholder         | \$ 56.00 |
| FF-Music Quest          | \$ 39.00 |
| Final Fantasy II        | \$ 55.00 |
| Genji                   | \$ 52.00 |
| King of Empires         | \$ 59.00 |
| Invado                  | \$ 50.00 |
| Land of Pirats          | \$ 49.00 |
| Lost Mission            | \$ 49.00 |
| Magic Sword             | \$ 54.00 |
| Magik & Magic 2         | \$ 55.00 |
| Magik & Magic 3         | \$ 58.00 |
| Mr. Mute                | \$ 56.00 |
| Nobun's Ambition        | \$ 56.00 |
| Odyssey                 | \$ 55.00 |
| Pelind's Cave           | \$ 55.00 |
| Rampart                 | \$ 48.00 |
| Resurrection 3 Kingdoms | \$ 59.00 |
| Siege of Mena           | \$ 57.00 |
| Shadow of Beast         | \$ 50.00 |
| Shadow Run              | \$ 55.00 |
| Soul Blazer             | \$ 52.00 |

## SNES - SHOOTER

|                  |          |
|------------------|----------|
| Axe Fighters     | \$ 50.00 |
| Acety            | \$ 53.00 |
| Cybermaster      | \$ 50.00 |
| Lock On          | \$ 49.00 |
| Much Warrior     | \$ 48.00 |
| Space Mega Force | \$ 49.00 |
| Star Fox         | \$ 58.00 |
| Strike Gerner    | \$ 48.00 |
| Super Nova       | \$ 48.00 |
| Super Smash TV   | \$ 46.00 |
| Whopwop          | \$ 32.00 |
| Yan's Secret     | \$ 54.00 |

## SNES - FIGHTER

|                       |          |
|-----------------------|----------|
| Art of Fighting       | \$ 58.00 |
| Street Fighters       | \$ 53.00 |
| City Fighter          | \$ 55.00 |
| Doomsday Warrior      | \$ 48.00 |
| Double Dragon         | \$ 46.00 |
| Fatal Fury            | \$ 55.00 |
| Final Fight 2         | \$ 50.00 |
| Incredible Hulk       | \$ 59.00 |
| King of Kings         | \$ 49.00 |
| Street Fighters       | \$ 48.00 |
| Mortal Kombat         | \$ 48.00 |
| Power Moves           | \$ 56.00 |
| Pile-Up               | \$ 48.00 |
| Sengoku               | \$ 44.00 |
| Street Fighter        | \$ 48.00 |
| Street Fighter 2      | \$ 49.00 |
| Street Fighter Turbo  | \$ 75.00 |
| Super Combattle       | \$ 54.00 |
| Super Street Beatdown | \$ 49.00 |
| Total Carnage         | \$ 45.00 |
| Ultimate Fighter      | \$ 55.00 |
| World Wars            | \$ 58.00 |

## SNES - ADVENTURE

|                   |          |
|-------------------|----------|
| Adams Family      | \$ 51.00 |
| Albino Ranger     | \$ 51.00 |
| Alvin             | \$ 55.00 |
| Alvin 3           | \$ 49.00 |
| Alvin Christmas   | \$ 49.00 |
| Arms & Pickers    | \$ 49.00 |
| Arms & Pickers 2  | \$ 48.00 |
| Army Lightfoot    | \$ 48.00 |
| B.O.B.            | \$ 48.00 |
| Berlie            | \$ 53.00 |
| Be's Nightmare    | \$ 48.00 |
| Benjamin Buttons  | \$ 53.00 |
| Benjamin Farkus   | \$ 49.00 |
| Arms & Pickers    | \$ 48.00 |
| Arms & Pickers 2  | \$ 48.00 |
| Arms & Pickers 3  | \$ 48.00 |
| Arms & Pickers 4  | \$ 48.00 |
| Arms & Pickers 5  | \$ 48.00 |
| Arms & Pickers 6  | \$ 48.00 |
| Arms & Pickers 7  | \$ 48.00 |
| Arms & Pickers 8  | \$ 48.00 |
| Arms & Pickers 9  | \$ 48.00 |
| Arms & Pickers 10 | \$ 48.00 |
| Arms & Pickers 11 | \$ 48.00 |
| Arms & Pickers 12 | \$ 48.00 |
| Arms & Pickers 13 | \$ 48.00 |
| Arms & Pickers 14 | \$ 48.00 |
| Arms & Pickers 15 | \$ 48.00 |
| Arms & Pickers 16 | \$ 48.00 |
| Arms & Pickers 17 | \$ 48.00 |
| Arms & Pickers 18 | \$ 48.00 |
| Arms & Pickers 19 | \$ 48.00 |
| Arms & Pickers 20 | \$ 48.00 |

## SNES - SHOOTER

|                    |          |
|--------------------|----------|
| Chester Cheatin    | \$ 54.00 |
| Chester Cheatin 2  | \$ 44.00 |
| Chuck Rock         | \$ 49.00 |
| Cybermaster        | \$ 50.00 |
| Condo Bases        | \$ 44.00 |
| Cool Spot          | \$ 49.00 |
| Cool World         | \$ 49.00 |
| Berly Duck         | \$ 51.00 |
| Gully & Mavis      | \$ 51.00 |
| Death Valley Rally | \$ 49.00 |
| Demolition Man     | \$ 49.00 |
| Demolition Man 2   | \$ 49.00 |
| Demolition Man 3   | \$ 49.00 |
| Demolition Man 4   | \$ 49.00 |
| Demolition Man 5   | \$ 49.00 |
| Demolition Man 6   | \$ 49.00 |
| Demolition Man 7   | \$ 49.00 |
| Demolition Man 8   | \$ 49.00 |
| Demolition Man 9   | \$ 49.00 |
| Demolition Man 10  | \$ 49.00 |
| Demolition Man 11  | \$ 49.00 |
| Demolition Man 12  | \$ 49.00 |
| Demolition Man 13  | \$ 49.00 |
| Demolition Man 14  | \$ 49.00 |
| Demolition Man 15  | \$ 49.00 |
| Demolition Man 16  | \$ 49.00 |
| Demolition Man 17  | \$ 49.00 |
| Demolition Man 18  | \$ 49.00 |
| Demolition Man 19  | \$ 49.00 |
| Demolition Man 20  | \$ 49.00 |

## SNES - SHOOTER

|                  |          |
|------------------|----------|
| First Samurai    | \$ 50.00 |
| Flashback        | \$ 52.00 |
| GG               | \$ 52.00 |
| Gods             | \$ 48.00 |
| Gods II          | \$ 48.00 |
| Gods III         | \$ 48.00 |
| Gods & Ghosts    | \$ 48.00 |
| Gods & Ghosts 2  | \$ 48.00 |
| Gods & Ghosts 3  | \$ 48.00 |
| Gods & Ghosts 4  | \$ 48.00 |
| Gods & Ghosts 5  | \$ 48.00 |
| Gods & Ghosts 6  | \$ 48.00 |
| Gods & Ghosts 7  | \$ 48.00 |
| Gods & Ghosts 8  | \$ 48.00 |
| Gods & Ghosts 9  | \$ 48.00 |
| Gods & Ghosts 10 | \$ 48.00 |
| Gods & Ghosts 11 | \$ 48.00 |
| Gods & Ghosts 12 | \$ 48.00 |
| Gods & Ghosts 13 | \$ 48.00 |
| Gods & Ghosts 14 | \$ 48.00 |
| Gods & Ghosts 15 | \$ 48.00 |
| Gods & Ghosts 16 | \$ 48.00 |
| Gods & Ghosts 17 | \$ 48.00 |
| Gods & Ghosts 18 | \$ 48.00 |
| Gods & Ghosts 19 | \$ 48.00 |
| Gods & Ghosts 20 | \$ 48.00 |

## SNES - SHOOTER

|            |          |
|------------|----------|
| Gunstar    | \$ 49.00 |
| Gunstar 2  | \$ 49.00 |
| Gunstar 3  | \$ 49.00 |
| Gunstar 4  | \$ 49.00 |
| Gunstar 5  | \$ 49.00 |
| Gunstar 6  | \$ 49.00 |
| Gunstar 7  | \$ 49.00 |
| Gunstar 8  | \$ 49.00 |
| Gunstar 9  | \$ 49.00 |
| Gunstar 10 | \$ 49.00 |
| Gunstar 11 | \$ 49.00 |
| Gunstar 12 | \$ 49.00 |
| Gunstar 13 | \$ 49.00 |
| Gunstar 14 | \$ 49.00 |
| Gunstar 15 | \$ 49.00 |
| Gunstar 16 | \$ 49.00 |
| Gunstar 17 | \$ 49.00 |
| Gunstar 18 | \$ 49.00 |
| Gunstar 19 | \$ 49.00 |
| Gunstar 20 | \$ 49.00 |

## SNES - SHOOTER

|                       |          |
|-----------------------|----------|
| Robotop vs Terminator | \$ 42.00 |
| Rocky & Bullwinkle    | \$ 37.00 |
| Rocky Rocket          | \$ 48.00 |
| Sanctuary             | \$ 48.00 |
| Sacred of Mena        | \$ 57.00 |
| Seaman Strike         | \$ 57.00 |
| Skullgagger           | \$ 49.00 |
| Smart Ball            | \$ 51.00 |
| Snow White Happy      | \$ 49.00 |
| Sonic The Hedgehog    | \$ 49.00 |
| Sonic 2               | \$ 49.00 |
| Sonic 3               | \$ 49.00 |
| Sonic 4               | \$ 49.00 |
| Sonic 5               | \$ 49.00 |
| Sonic 6               | \$ 49.00 |
| Sonic 7               | \$ 49.00 |
| Sonic 8               | \$ 49.00 |
| Sonic 9               | \$ 49.00 |
| Sonic 10              | \$ 49.00 |
| Sonic 11              | \$ 49.00 |
| Sonic 12              | \$ 49.00 |
| Sonic 13              | \$ 49.00 |
| Sonic 14              | \$ 49.00 |
| Sonic 15              | \$ 49.00 |
| Sonic 16              | \$ 49.00 |
| Sonic 17              | \$ 49.00 |
| Sonic 18              | \$ 49.00 |
| Sonic 19              | \$ 49.00 |
| Sonic 20              | \$ 49.00 |

## SNES - SHOOTER

|                  |          |
|------------------|----------|
| Star Trek        | \$ 49.00 |
| Star Trek II     | \$ 49.00 |
| Star Trek III    | \$ 49.00 |
| Star Trek IV     | \$ 49.00 |
| Star Trek V      | \$ 49.00 |
| Star Trek VI     | \$ 49.00 |
| Star Trek VII    | \$ 49.00 |
| Star Trek VIII   | \$ 49.00 |
| Star Trek IX     | \$ 49.00 |
| Star Trek X      | \$ 49.00 |
| Star Trek XI     | \$ 49.00 |
| Star Trek XII    | \$ 49.00 |
| Star Trek XIII   | \$ 49.00 |
| Star Trek XIV    | \$ 49.00 |
| Star Trek XV     | \$ 49.00 |
| Star Trek XVI    | \$ 49.00 |
| Star Trek XVII   | \$ 49.00 |
| Star Trek XVIII  | \$ 49.00 |
| Star Trek XIX    | \$ 49.00 |
| Star Trek XX     | \$ 49.00 |
| Star Trek XXI    | \$ 49.00 |
| Star Trek XXII   | \$ 49.00 |
| Star Trek XXIII  | \$ 49.00 |
| Star Trek XXIV   | \$ 49.00 |
| Star Trek XXV    | \$ 49.00 |
| Star Trek XXVI   | \$ 49.00 |
| Star Trek XXVII  | \$ 49.00 |
| Star Trek XXVIII | \$ 49.00 |
| Star Trek XXIX   | \$ 49.00 |
| Star Trek XXX    | \$ 49.00 |

## SNES - SHOOTER

|                  |          |
|------------------|----------|
| Star Trek        | \$ 49.00 |
| Star Trek II     | \$ 49.00 |
| Star Trek III    | \$ 49.00 |
| Star Trek IV     | \$ 49.00 |
| Star Trek V      | \$ 49.00 |
| Star Trek VI     | \$ 49.00 |
| Star Trek VII    | \$ 49.00 |
| Star Trek VIII   | \$ 49.00 |
| Star Trek IX     | \$ 49.00 |
| Star Trek X      | \$ 49.00 |
| Star Trek XI     | \$ 49.00 |
| Star Trek XII    | \$ 49.00 |
| Star Trek XIII   | \$ 49.00 |
| Star Trek XIV    | \$ 49.00 |
| Star Trek XV     | \$ 49.00 |
| Star Trek XVI    | \$ 49.00 |
| Star Trek XVII   | \$ 49.00 |
| Star Trek XVIII  | \$ 49.00 |
| Star Trek XIX    | \$ 49.00 |
| Star Trek XX     | \$ 49.00 |
| Star Trek XXI    | \$ 49.00 |
| Star Trek XXII   | \$ 49.00 |
| Star Trek XXIII  | \$ 49.00 |
| Star Trek XXIV   | \$ 49.00 |
| Star Trek XXV    | \$ 49.00 |
| Star Trek XXVI   | \$ 49.00 |
| Star Trek XXVII  | \$ 49.00 |
| Star Trek XXVIII | \$ 49.00 |
| Star Trek XXIX   | \$ 49.00 |
| Star Trek XXX    | \$ 49.00 |

## SNES - SHOOTER

|                     |          |
|---------------------|----------|
| Galaxy              | \$ 47.00 |
| Galaxy 2            | \$ 56.00 |
| Keeper Of The Gates | \$ 50.00 |
| Klego Table         | \$ 49.00 |
| Lantern             | \$ 49.00 |
| Magik & Magic 3     | \$ 50.00 |
| Phantasy Star 2     | \$ 50.00 |
| Phantasy Star 3     | \$ 50.00 |
| Rampart             | \$ 49.00 |
| Shining Force       | \$ 53.00 |
| Shining Force 2     | \$ 53.00 |
| Shining Force 3     | \$ 53.00 |
| Shining Force 4     | \$ 53.00 |
| Shining Force 5     | \$ 53.00 |
| Shining Force 6     | \$ 53.00 |
| Shining Force 7     | \$ 53.00 |
| Shining Force 8     | \$ 53.00 |
| Shining Force 9     | \$ 53.00 |
| Shining Force 10    | \$ 53.00 |
| Shining Force 11    | \$ 53.00 |
| Shining Force 12    | \$ 53.00 |
| Shining Force 13    | \$ 53.00 |
| Shining Force 14    | \$ 53.00 |
| Shining Force 15    | \$ 53.00 |
| Shining Force 16    | \$ 53.00 |
| Shining Force 17    | \$ 53.00 |
| Shining Force 18    | \$ 53.00 |
| Shining Force 19    | \$ 53.00 |
| Shining Force 20    | \$ 53.00 |

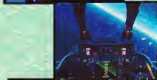
## SEGA - FIGHTER

|                   |          |
|-------------------|----------|
| Alien vs Predator | \$ 37.00 |
| Sweet Tooth       | \$ 56.00 |
| Body Count        | \$ 36.00 |
| Double Move       | \$ 47.00 |
| GGI Dragon 3      | \$ 43.00 |
| Street Champions  | \$ 56.00 |
| Primal Fury       | \$ 32.00 |
| Final Fight       | \$ 45.00 |
| Final Fight 2     | \$ 45.00 |
| Final Fight 3     | \$ 45.00 |
| Final Fight 4     | \$ 45.00 |
| Final Fight 5     | \$ 45.00 |
| Final Fight 6     | \$ 45.00 |
| Final Fight 7     | \$ 45.00 |
| Final Fight 8     | \$ 45.00 |
| Final Fight 9     | \$ 45.00 |
| Final Fight 10    | \$ 45.00 |
| Final Fight 11    | \$ 45.00 |
| Final Fight 12    | \$ 45.00 |
| Final Fight 13    | \$ 45.00 |
| Final Fight 14    | \$ 45.00 |
| Final Fight 15    | \$ 45.00 |
| Final Fight 16    | \$ 45.00 |
| Final Fight 17    | \$ 45.00 |
| Final Fight 18    | \$ 45.00 |
| Final Fight 19    | \$ 45.00 |
| Final Fight 20    | \$ 45.00 |

## TURN AND BURN

The air half of Absolute's war duo looks very impressive, with a smooth Mode 7 cockpit view. You go up against deadly military hardware such as MiG fighters to prove your air superiority to unfriendly skies.

A ton of cool features — such as full-motion video replays of your targets being obliterated and a carrier-landing scene in both day and night — help make *Turn and Burn* a top contender for flight-sim fans who have been impatiently waiting for their kind of game to hit Super Nintendo.



| Super NES |                        |
|-----------|------------------------|
| PUBLISHER | DEVELOPER              |
| Absolute  | Absolute               |
| megs: n/a | action/sim., Dec./Jan. |

# GAMES GALORE

|                    |          |                      |          |                       |          |                     |          |                     |          |                        |          |
|--------------------|----------|----------------------|----------|-----------------------|----------|---------------------|----------|---------------------|----------|------------------------|----------|
| Fenly Feud         | \$ 47.00 | Beethoven            | \$ 49.00 | High Seas Havoc       | \$ 45.00 | Silma World         | \$ 44.00 | Tops                | \$ 48.00 | Mutant League Football | \$ 43.00 |
| Fun & Games        | \$ 48.00 | Belle's Quest        | \$ 49.00 | Home Alone            | \$ 40.00 | Socket              | \$ 41.00 | Universal Soldier   | \$ 42.00 | MVP Baseball           | \$ 43.00 |
| Grigoriy Khan 2    | \$ 58.00 | Blatt Meister 2      | \$ 42.00 | Hook                  | \$ 40.00 | Socks The Cat       | \$ 50.00 | Waynes World        | \$ 51.00 | M. Maxwell World Champ | \$ 45.00 |
| Hammer CD          | \$ 43.00 | Bubba & Spasek       | \$ 43.00 | Hook CD               | \$ 42.00 | Soldier Of Fortune  | \$ 54.00 | Wily Boomah CD      | \$ 42.00 | MEB Allstar Chalk      | \$ 42.00 |
| Warfare Tor 2      | \$ 52.00 | Bubby                | \$ 50.00 | Incredible Hulk       | \$ 54.00 | Sonic 2             | \$ 45.00 | Wolf Child          | \$ 43.00 | MEB '94 Baseball       | \$ 48.00 |
| Jesperly 1 or 2    | \$ 49.00 | Bobito & Squack      | \$ 43.00 | Indiana Jones CD      | \$ 41.00 | Sonic 3             | \$ 55.00 | Wolf Child CD       | \$ 45.00 | MEB Jam Swallow        | \$ 53.00 |
| Jesperly CD        | \$ 45.00 | Castaways Bloodlines | \$ 49.00 | Indiana Jones         | \$ 41.00 | Sonic Spinball      | \$ 41.00 | Wonder Dog CD       | \$ 44.00 | NFL Quarterback        | \$ 52.00 |
| Lemmings           | \$ 42.00 | Casteln America      | \$ 49.00 | Itchy & Scratchy      | \$ 42.00 | Spidekew            | \$ 44.00 | Wrestle Of Gods     | \$ 49.00 | Major Ryan             | \$ 50.00 |
| Master Of Monsters | \$ 52.00 | Chester Chevish      | \$ 52.00 | James Bond 007        | \$ 44.00 | Spidekew Va         | \$ 44.00 | X-Men               | \$ 48.00 | Olympic Gold           | \$ 44.00 |
| Mega Ross CD       | \$ 41.00 | Chester Chevish 2    | \$ 41.00 | Join To Center Earth  | \$ 57.00 | Kingpin CD          | \$ 41.00 | Young Indiana Jones | \$ 42.00 | Pele                   | \$ 51.00 |
| Monopoly           | \$ 45.00 | Chuck Rock CD        | \$ 42.00 | Jurassic Park         | \$ 48.00 | Spiderman & X-Men   | \$ 43.00 | Zorro: Ala My       | \$ 45.00 | PGA Tour Golf 2        | \$ 51.00 |
| PTO                | \$ 57.00 | Chuck Rock II        | \$ 48.00 | Jurassic Park CD      | \$ 48.00 | Spatterhouse 2      | \$ 46.00 | Neighbor            | \$ 47.00 | Power Challenge Golf   | \$ 45.00 |
| PowerRanger        | \$ 43.00 | Gill Hanger          | \$ 48.00 | ICE Chamber           | \$ 46.00 | Spatterhouse 3      | \$ 49.00 |                     |          | PRO Counterback        | \$ 50.00 |
| Strength 2         | \$ 39.00 | Gill Hanger CD       | \$ 45.00 | Last Action Hero CD   | \$ 42.00 | Star Trek Next      | \$ 46.00 |                     |          | Counterback Club       | \$ 50.00 |
| TechnoKick         | \$ 43.00 | Cool Spot            | \$ 45.00 | Last Crusade          | \$ 48.00 | Generation          | \$ 48.00 |                     |          | Rage In The Cage       | \$ 42.00 |
| Total Carnage      | \$ 43.00 | Cool Spot CD         | \$ 46.00 | Mickey's World Of Ill | \$ 44.00 | Strider             | \$ 55.00 |                     |          | RIII 3                 | \$ 43.00 |
| Warrior Of Rome    | \$ 50.00 | Cyber Justice        | \$ 42.00 | Mickey's              | \$ 42.00 | Strider 2           | \$ 41.00 |                     |          | Royal Rumble           | \$ 49.00 |
| Wheel Of Fortune 1 | \$ 49.00 | Death In Dessarades  | \$ 41.00 | Ultimate Challenge    | \$ 46.00 | Sunset Riders       | \$ 41.00 |                     |          | Rockin Baseball        | \$ 45.00 |
| Wheel Of Fortune 2 | \$ 49.00 | Disciples For Hire   | \$ 41.00 | Monkey Island CD      | \$ 43.00 | Superman            | \$ 48.00 |                     |          | Rolling Thunder 3      | \$ 51.00 |
|                    |          | Dolphine             | \$ 43.00 | Monster Hunter        | \$ 39.00 | Sylvester & Tweety  | \$ 41.00 |                     |          | Royal Rumble           | \$ 49.00 |
|                    |          | Dolphine CD          | \$ 43.00 | Night Trap CD         | \$ 48.00 | TripTik             | \$ 39.00 |                     |          | Summer Challenge       | \$ 48.00 |
|                    |          | Dragon CD            | \$ 42.00 | Out Of This World     | \$ 46.00 | Tazmaniac           | \$ 43.00 |                     |          | Super Bowl             | \$ 43.00 |
|                    |          | Dragon Unleashed     | \$ 42.00 | Paper Boy 2           | \$ 45.00 | Terminator 2        | \$ 48.00 |                     |          | Super High Impact      | \$ 42.00 |
|                    |          | Elemental Master     | \$ 42.00 | Pink Panther          | \$ 45.00 | Terminator CD       | \$ 48.00 |                     |          | Super Volleyball       | \$ 46.00 |
|                    |          | Fate Of Atlantis     | \$ 42.00 | Pinkie Gold           | \$ 49.00 | Terminator 2        | \$ 49.00 |                     |          | Super WWF CD           | \$ 53.00 |
|                    |          | Fido Dido            | \$ 49.00 | Prezler 2             | \$ 44.00 | Judgment            | \$ 41.00 |                     |          | Super WWF Wrestling    | \$ 42.00 |
|                    |          | Flashback            | \$ 52.00 | Ranger X              | \$ 41.00 | Thermus Tank Engine | \$ 42.00 |                     |          | T. Lurusa Baseball     | \$ 49.00 |
|                    |          | Flashback            | \$ 43.00 | Rise Of The Dragon CD | \$ 43.00 | Tina Gal CD         | \$ 41.00 |                     |          | Tachno Super Bowl      | \$ 55.00 |
|                    |          | Flintstones          | \$ 53.00 | Risky Woods           | \$ 44.00 | Tina Killen         | \$ 55.00 |                     |          | Viking Racing          | \$ 55.00 |
|                    |          | Funny Friends        | \$ 55.00 | Row Of Deast          | \$ 45.00 | Trig Ticks          | \$ 42.00 |                     |          | Vital Baseball         | \$ 53.00 |
|                    |          | Gadget Twins         | \$ 44.00 | Robocop vs Terminator | \$ 45.00 | Tron Trax           | \$ 49.00 |                     |          | Wash. College Football | \$ 51.00 |
|                    |          | Gauntlet 4           | \$ 44.00 | Robocop 2             | \$ 47.00 | TMNT Hyper Heat     | \$ 45.00 |                     |          | WWF Super Bowl         | \$ 49.00 |
|                    |          | Ghouls & Ghosts      | \$ 47.00 | Rockit Knight         | \$ 45.00 | TMNT Turtles Fight  | \$ 45.00 |                     |          | Winter Olympic Games   | \$ 52.00 |
|                    |          | Gods                 | \$ 44.00 | Rockit Knight         | \$ 46.00 | Tom Jam & Earl      | \$ 45.00 |                     |          | Winter Settes Baseball | \$ 49.00 |
|                    |          | Goody                | \$ 46.00 | Shadow Dancer         | \$ 29.00 | Tom Jam & Earl 2    | \$ 41.00 |                     |          | World Series           | \$ 48.00 |
|                    |          | Greenlog             | \$ 45.00 | Shadow Dancer         | \$ 45.00 | Totd Going Ape      | \$ 44.00 |                     |          | Baseball CD            | \$ 49.00 |
|                    |          | Grindstammer         | \$ 43.00 | Shadow Holmes II CD   | \$ 41.00 | Tom & Jerry Action  | \$ 41.00 |                     |          | World Soccer           | \$ 44.00 |
|                    |          | Gunsler Hero         | \$ 45.00 |                       |          |                     |          |                     |          |                        |          |

## Best of the Best

Still stuck trying to decide which game to ask Santa to sneak under the tree? Afraid Grandma will end up wrapping a Sega Master System title? Fear not, for behold — It's our year-end "Ultimate" award winners list. These games, for those of you who have not been paying attention, are those that scored a 9 or 10 on our ultra-tough rating scale. They're foolproof titles we guarantee you'll enjoy. So slip this list under your parents' pillow and remember Game Players when you get your wish this holiday season.

### "Ultimate" Award Winners

# 1993

#### *Aladdin*

(Genesis/Sega of America)

#### *Batman Returns*

(Super NES/Konami)

#### *Eternal Champions*

(Genesis/Sega of America)

#### *The Legend of Zelda: Link's Awakening*

(Game Boy/Nintendo of America)

*Millennium Rechargeables*  
(peripheral/Gates Energy)

#### *Mortal Kombat*

(Genesis/Acclaim)

#### *Mortal Kombat*

(Super NES/Acclaim)

#### *NHL Hockey '94*

(Genesis/Electronic Arts)

#### *Rocket Knight Adventures*

(Genesis/Konami)

#### *The Secret of Mana*

(Super NES/Square Soft)

#### *Shining Force*

(Genesis/Sega of America)

#### *Star Fox*

(Super NES/Nintendo of America)

#### *Street Fighter II*

*Special Champion Edition*  
(Genesis/Capcom)

#### *Street Fighter II Turbo*

(Super NES/Capcom)

#### *Super Black Bass*

(Super NES/Hot-B)

#### *WWF Royal Rumble*

(Super NES/LJN)

#### *WWF Super Wrestlemania*

(Genesis/Flying Edge)

#### *Yoshi's Cookie*

(Super NES/Bullet-Proof Software)



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October, 6#10

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August, 6#8

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## Handy Gear

Weather conditions can often threaten your Game Gear's™ survival. But if you slip it into STD's Handy Gear you can play through rain, sleet or driving snow.

Not only is the Handy Gear water resistant and shock absorbing, but it also has a built-in magnifier for better visibility and an adjustable screen protector to reduce glare. There's also room inside to store an extra cart. And the carrying strap makes it easier to play on the go. So strap on the Handy Gear and get ready for combat!



# Sega Survival Gear™

More ways to  
win from STD!



## SG ProPad<sup>2</sup>

Smash the competition with the real SG ProPad<sup>2</sup>, featuring the real 6-button fighting layout. With the unique synchro-fire setting you can transfer any one

fire button or combination of buttons to the extra LEFT and RIGHT fire buttons. For example, if you transfer A, B, X, & Z to the LEFT button, it will fire all four at the same time. For some games, you may discover brand new moves no one has ever seen before! Plus, you can take control with independent auto-fire & slow motion. And the LED screen shows you which buttons are set on auto-fire. With the SG ProPad<sup>2</sup> you get in-your-face action!

## SG ProgramPad<sup>2</sup>

The new 6-button SG ProgramPad<sup>2</sup> explodes with pre-programmed moves from your favorite Genesis™ games - *Mortal Kombat™*, *Street Fighter II CE™*, *Streets of Rage 2™*, *X-Men™*, *Fatal Fury™*, *Jurassic Park™*, *Sonic The Hedgehog 2™*, & *David Robinson's Supreme Court™*!

Plus, you can program 6 of your own deadly moves from any game. Then check it out on the LCD screen. Tack on slow motion, auto-fire and button re-alignment and you've never had this much power in the palm of your hand! Whoever said that programmable was wimpy doesn't understand that sometimes you do whatever it takes TO WIN!

*Make your own rules!*



**STD**

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Hunt Valley, MD 21030  
410-785-5661

\* Moves from Street Fighter II CE™ are based on media reports since the game was not released at the time of production.  
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LETHAL OBSTACLES  
AWAIT YOU IN THE  
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AVOID THE DEADLY WEB  
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FLYING GOMEZ TO  
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# The Addams Family™



Great Scott, man! Morticia's been kidnapped! It's up to the golf-ball-hurling, sword-fighting, Fez-copter-flying Gomez to rescue her or she'll face a fate worse than life! Blood-curdling dangers haunt every spine-chilling bend, but with Wednesday, Pugsley and Thing around, help is always at hand!

So, for the kookiest, oookiest, creepiest Sega™ action... welcome to the family!



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FLYING  
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